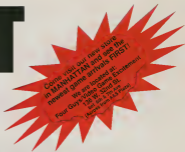


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| KNEE SLAM 100 PTS | FLYING KICK 500 PTS | FLYING KICK 500 PTS | FLYING JAB 100 PTS | FLYING STRONG 500 PTS | FLYING FIERCE 500 PTS | FLYING |



Ryu is a defensive fighter, using techniques and well-timed attacks to over power his opponent. He lives for the fight.

SPECIAL MOVES

| | | |
|---|---|---|
| FIREBALL 500 PTS | HURICANE KICK 400 PTS @ | DRAGON PUNCH 1000 or 300 PTS |
|  |  |  |
| L, D, R, A, P | D, DL, L, K | The Dragon Punch (Strong Large) is the most powerful attack. |

L = left
 R = right
 U = up
 D = down
 C = hold 2 sec.
 A = any direction
 DR = close right
 DL = down left



| | |
|---|---|
| LEG TOSS 1000 PTS | BODY THROW 1000 PTS |
|  |  |
| L or R, K | L or R, P |

| SHORT | FORWARD | ROUNDHOUSE | JAB | STRONG | FIERCE | |
|----------------------|--------------------------|-------------------------|---------------------|------------------------|------------------------|--------|
| BODY KICK 100 PTS | FACE KICK 400 PTS | ROUNDHOUSE 500 PTS | JAB 100 PTS | SIDESWIPE 400 PTS | UPPERCUT 500 PTS | CLOSE |
| BODY KICK 100 PTS | SPIN KICK 300 PTS | ROUNDHOUSE 500 PTS | JAB 100 PTS | UPPERCUT 300 PTS | BACK PUNCH 500 PTS | STAND |
| SWEEP 100 PTS | REVERSE SWEEP 300 PTS | POWER SWEEP 500 PTS | LOW JAB 100 PTS | LOW JAB 300 PTS | UPPERCUT 500 PTS | LOW |
| HIGH KICK 100 PTS | HIGH KICK 400 PTS | POWER KICK 500 PTS | JUMP JAB 100 PTS | JUMP STRONG 400 PTS | JUMP FERCE 500 PTS | JUMP |
| KNEE BUTT 100 PTS | FLYING KICK 300 PTS | REVERSE KICK 500 PTS | CHOP 100 PTS | STRONG CHOP 300 PTS | FIERCE CHOP 500 PTS | FLYING |





Guile relies on counter attacks to win his bouts. His Somersault Kick is a devastating blow to his opponents. He is out for revenge against M. Bison.

SPECIAL MOVES

| | | | |
|--|--|--|---|
| BACK DROP 1000 PTS | BODY SLAM 1000 PTS | SOMERSAULT KICK 1000 PTS | SONIC BOOM 500 PTS |
|  |  |  |  |
| L or R, P | L or R, P | D, G, U, K | L, G, R, P |

L = left
 R = right
 U = up
 D = down
 C = hold 2 sec.
 A = any direction
 DR = close right
 DL = down left

| | | | |
|---|---|---|--|
| SIDE SWIPE 500 PTS | KNEE THRUST 400 PTS | AIR BREAKER 1500 PTS | AIR SLAM 100 or 300 PTS |
|  |  |  |  |
| L or R, K | L or R, K | A, K | A, P |

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| SHORT 200 PTS | FRONT 100 PTS | ROUND 200 PTS | JAB 100 PTS | STRONG 100 PTS | FIERCE 200 PTS | STAND |
| SHIN KICK 100 PTS | LOW KICK 200 PTS | SLIDE 300 PTS | JAB 100 PTS | STRONG 200 PTS | FIERCE 300 PTS | LOW & CLOSE |
| SLIDE 100 PTS | SLIDE 100 PTS | POWER SLIDE 300 PTS | LOW JAB 100 PTS | LOW STRONG 100 PTS | LOW FIERCE 300 PTS | LOW |
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Dhalsim is a limber dude determined to spread discipline throughout the world. His pliable limbs are deadly.

SPECIAL MOVES

| | | |
|---|---|---|
| YOGA MUGIE 500 PTS+100 B | YOGA FLAME 1000 PTS | YOGA FIRE 500 PTS |
|  |  |  |
| L, R, P | L, D, R, P | D, R, P |
| YOGA SPEAR 200 PTS | YOGA HUBBY 200 PTS | BODY THROW 500 PTS |
|  |  |  |
| H, L, U, T, P if 101 or 200 A | H, T, A, T, P if 101 or 200 | L, R, P |

| SHORT | FORWARD | ROUNDHOUSE | JAB | STRONG | FIERCE | |
|------------------------|-----------------------|------------------------------|-----------------------|--------------------------|-------------------------|--------|
| KNEE SLAM 200 PTS | BOOY KICK 400 PTS | SPIN KICK 600(300+300)PTS | BODY CHOP 200 PTS | SIDE CHOP 300 PTS | POWER CHOP 100 PTS | CLOSE |
| SHIN KICK 200 PTS | CHEST KICK 300 PTS | FACE KICK 400 PTS | PUNCH 200 PTS | REVERSE PUNCH 300 PTS | FIERCE PUNCH 100 PTS | STAND |
| LOW KICK 200 PTS | LOW KICK 300 PTS | LOW KICK 400 PTS | LOW CHOP 200 PTS | LOW PUNCH 400 PTS | LOW PUNCH 100 PTS | LOW |
| JUMP KICK 200 PTS | JUMP KICK 400 PTS | JUMP KICK 500 PTS | JUMP CHOP 200 PTS | JUMP CHOP 300 PTS | JUMP CHOP 100 PTS | JUMP |
| KNEE THRUST 200 PTS | JUMP KICK 300 PTS | JUMP KICK 400 PTS | SUPER CHOP 200 PTS | SUPER CHOP 400 PTS | KILLER CHOP 100 PTS | FLYING |



Zangief is a Soviet wrestler out to do his country proud by defeating the renegade M. Bison. He's as strong as an ox.

SPECIAL MOVES

| | | | | |
|---|---|---|---|---|
| PLEB PILES 1000 PTS | SCREWIE 2000 PTS | SPIN JUDG 500 PTS | FLY THROST 500 | SOFT TACK 500 |
|  |  |  |  |  |
| WIP SLASH 1000 PTS | JACKO 1000 PTS | JAW JESTER 1000 PTS | SHAW FINE 100 | SHAW FINE 500 |
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Laken vs Celtics
John Madden Football

Super EDF
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Super Ghouls N Ghosts
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Super Fox Soccer
Super Akete
Goeman
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TIPS FOR STREET FIGHTERS IN TRAINING



1. **Basic Defense:** Learn to block high or low quickly, cleanly and accurately. If you react spasmodically, your character will jump by accident. Get used to how the joystick works. Imagine the joystick is your character. For instance, push it to the upper right diagonal your character will jump up to the right. When your character gets reversed and is on the other side of the screen, remember that the moves are the same but directly reversed on the joystick layout!

2. **Control Combinations:** Street Fighter II requires numerous joystick movements in combination with precise timing using the attack buttons. All special techniques and some of the more special moves are accomplished by pressing the attack button at the completion of the joystick motion! Early button presses mean missed moves.

3. **Throws and Grabs:** To succeed in Street Fighter II, you must master the Grab and Throw techniques. To grab or throw, your character must be within its throwing range. Then, push the joystick left or right and then press the throw button to grab and toss the opponent in the desired direction. Dhillon and Honda have the longest regular throwing range, roughly two screens, while Zangief's special Screw Driver Attack is even further - more than three screens! Of course, Zangief's move is much more difficult to execute and master! Sometimes, you can purposely take a hit just to throw the opponent.

4. **Counters:** Learn the moves that counter the opponent's attack the most efficiently and have the least chance of causing damage to you! For example, if Ryu jumps over Ken's head, Ken could try to counter Ryu by performing a Dragon Punch, or maybe even a simple Punch Punch would do the trick while being the least riskiest.



5. **Special Attacks:** Learn the special attacks each character possesses by practicing them repeatedly. Learn timing, as well as where and when to perform the special attacks. For example, bad timing for Ken or Ryu using a Fireball or Dragon Punch means bad news because you'll leave them vulnerable to a devastating attack! Characters like Guile, Honda and Blanka all require you to charge up energy before you can attempt their special attacks by moving the joystick in certain directions. You can work on charging energy while trying other moves like jumping, low kicks and punches. Using this approach, you can make Guile throw Sonic Boomers one after the other. Blanka will have enough energy to do the rolling attack ten or more times in one roll! The joystick technique for both Guile's and Blanka's special moves are the same.

6. **Cheap Shots:** Even though making cheap shots might not fit your Street Fighter II morals, many other players will not hesitate to use these tactics to finish off characters (including your own). Cheap shots are very difficult to escape and be very frustrating, especially after losing repeatedly because of them. In order to escape an opponent's trickery, you must first learn how to perform them yourself! After you can manage your own cheap shot creations, you'll quickly understand how to time them effectively and nail your opponents to the ground! Although you may lose all your friends while practicing on them, think of the satisfaction you'll get when that tough opponent gets a taste of their own medicine!

7. **New Combos:** Try to learn new combinations that other players don't think of using; most players use and expect the same old techniques. Even a rookie player can take out the local champ with some well timed new combos!

8. **Know The Enemy:** Having trouble with that pesky Blanka? Well, then start practicing using him! By learning how to play tough to beat opponents, you can learn their weak points and exploit them when they are on the receiving end of your fists!



STREET FIGHTER 2 TOURNAMENTS

Capcom U.S.A. will be holding a California State Street Fighter 2 Tournament at the end of the year - the first prize is a Street Fighter 2 coin-op machine! The Northern Semi Finals will be held in mid December at Milpitas Golfland, and then the Southern Semi Finals and California Grand Finals will be held at Yellow Brick Road Family Amusement Center in San Diego on January 3rd and 4th 1992.

FOR MORE INFO CALL THE CAPCOM STREET FIGHTER 2 TOURNAMENT HOTLINE AT (408) 562 - 9767

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- New action techniques

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TOTAL CARNAGE

The Makers of Smash T.V. Have Created a New Arcade Game That Lives Up to Its Name!

In 1999, after a major world war, a country in the Kookistan desert begins to cause trouble in that corner of the world. Reporters and camera crews from all of the major networks rush to the scene and are sending back stories of incredible terror and destruction. Just as Candy Blitzen, ace reporter for BNN is about to leak the cause of the trouble, she is captured on live television. It's time for the Doomsday Squad!

That's the story behind Total Carnage, the new mega-arcade game from Midway. With game play that's similar to Smash T.V., Total Carnage offers more gut-wrenching action than any other quarter muncher out there! The Doomsday Squad, the heroes of this intense game are Major Mayhem and Captain Carnage. Even with their skills and the vast supply of weapons available to them, it'll be a tough job to rescue the reporters and topple General Akhboob from his seat of power.

Like Smash T.V., Total Carnage uses two joysticks for movement and firing. However, you also have a button that lets you drop bombs with a devastating effect. Also like Smash T.V., there are bonus items

and weapons you can pick up for extra points and more effective attacks.

Another thing that Total Carnage has in common with Smash T.V. is developer Mark Turmell. Turmell was the force behind Smash T.V. and he led the team that made Total Carnage.

To help him create the right atmosphere for the game, Turmell got help from programmer Shawn Liptak assisted on much of the game, including designing the electrocution

sequence and some of the other brutal aspects of the game play.

Players of Smash T.V. will recognize many of the sounds in Total Carnage, because Jon Hey did the audio portions of both games. Total Carnage has many of the same sounds, but there are some new ones to correspond with the new enemies and obstacles present.

The action in Total Carnage really lives up to its name. The deadly bombs that you drop



The development team of Total Carnage (from left to right) Tony Goskie, Shawn Liptak, Jim Gentile, Mark Turmell, Jon Hey, John Tobias.

cause your enemies' limbs to fly off into the air. Your own deaths can be pretty intense and gory as well! Stepping on a land mine shoots you high into the air minus most of your chest, while failing to break out of the straps that hold you into the electric chair turns you into a crumbling skeleton.

The intense artwork was designed



Orcus is an awesome end boss that you'll meet about one fourth of the way through Total Carnage.



Mayhem and Carnage have to rescue themselves from Akhboob's electric chairs!



One of the more spectacular deaths comes from stepping on a land mine.

by Tony Goskie, Jim Gentile, and John Tobias

This super hot action game should be coming to the arcades in the first quarter of 1992. Don't miss it!



Total Carnage has awesome intro and cinema displays!

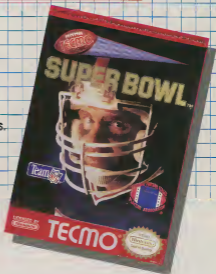
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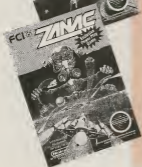
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"Cool...An updated Street Fighter. This one screams 'about it!'" — Brian Gosgrove, Game Reviewer

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- 6 Megabit Action!
- 16 Bit Graphics!

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EGM'S

PIGSKIN PICKS!!

While football may hold second place to baseball as the video sport of choice, but that in no way diminishes the important niche that the game fills. Owners of 8-Bit systems were never given a wide gambit of different football titles to choose from and most of those that did appear, with the possible exception of Tecmo's highly playable Tecmo Bowl, fell way short in both graphic presentation as well as interaction.

With the advent of 16-Bit game systems like the Genesis and Super NES, however, a broad variety of gridiron game carts will soon appear. Each of these titles take advantage of the obvious superiority in graphics and animation that the higher end system have to offer, not to mention the incredible audio effects like speech that 8-Bit units could only dream about.

With the football season in full swing and the Super Bowl approaching, Electronic Gaming Monthly has wrestled up the best that this new breed has to offer! In the following pages you'll see some of the hottest pigskin play that you can find on a home system, including special previews of John Madden '92, the update to one of last year's best sports games by Electronic Arts, and incredible first efforts on the Super NES!

ALL-NEW TYPES OF GAME PLAY!

With the extra abilities that 16-Bit systems provide, the new generation of video football games provide an

unparalleled level of quality. In addition to the intense graphics, new football carts such as Joe Montana 2 and Mike Ditka Power Football each use new play techniques and original programming to enhance the realism and overall interaction that the games provide.

REAL SOUNDS, REAL VOICE

One of the most remarkable new achievements in sports video games can be found in Joe Montana 2, the sequel to the well-received football face-off of last year. Montana, which is being released in tandem on the Genesis and Game Gear, takes the 16-Bitter to all-new heights with a feature that includes an actual play-by-play sportscaster following the flow of the action! No matter what your on-screen characters do, the Montana 2 cartridge is right there with crystal-clear calls!

INTENSE GAME PLAY

From the new Madden to the new Montana, video football games have reached an all-new level of sophistication. Judging from the new entries we received, including Super Tecmo Bowl - a game with graphics and play so good it beats most of its 16-Bit competition, we think you'll agree that the sport of football has never looked better.



In Madden '92, Electronic Arts has improved graphics and play!



Joe Montana 2 uses multiple perspectives and real voice!



The graphics and play of Super Tecmo Bowl rival the 16-Bitters!

The Bard's Tale

Where
monsters
finally
face
the
music!



You'd expect a great role playing game to have plenty of monsters and creatures for you to conquer. You'd expect the band of six hardy adventurers you create to have magical powers and weapons to wield in battle. But only *The Bard's Tale* brings you the unexpected—the awesome weapon of magical music! Though each of your team has unique skills, the Bard's songs have devastating effects on your toughest foes. Dragons, ogres, trolls, and orcs face the music each time they encounter your freedom fighters. hone your skills in magic and combat as you search for gold through the incredible maze of the city's 16 levels of dungeons and catacombs. Destroy the monsters with magic and music. Let *The Bard's Tale* begin!

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FACT-FILE

Manufacturer: EA
Machine: Super NES
Cartridge Size: 5 Meg
Number of Levels: 8
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: December

SUPER NES JOHN MADDEN FOOTBALL

4th DOWN AND GOAL TO GO!

It's the thrill of Football all over again - this time on the Super NES! John Madden Football for the Nintendo 16-Bit represents the first sports title for that platform by the Electronic Arts Sports Network. Judging by this first entry, EA should have an equally successful foray into the Super NES sports genre!

With hard hitting action and a wide variety of plays, Madden allows you to grab a friend and take on the baddest teams in the NFL. Or, if you want to play solo, the computer will offer up a formidable opposition. With digitized voices and an instant replay feature, this cart takes the Madden play mechanics and adds even more! From an instant replay feature that allows you to play, fast-forward, rewind, pause, and frame advance the game "footage", to a demo feature that lets you sit back and watch the action unfold! Choose from pre-season, regular season or playoff options. Pick your playfield (Turf or grass), alter weather conditions (fair, mud, or snow), and take control of your favorite football team!



Madden for the Super NES takes advantage of many advanced Nintendo 16-Bit functions!



ALL-NEW REALISM!

Expanding on the excellent leaps in execution and play mechanics that were originally introduced to the Sega Genesis, John Madden Football for the Super NES takes these concepts even further with realistic

graphics, sound effects and play! From the roar of the crowd to the wide array of visual presentations that the Super NES has to offer, this game takes football to a whole new level! Field kick offs, block punts and throw for the bomb in John Madden Football!



EGM'S PIGSKIN PICKS!

INSTANT REPLAY!



Using mode 7, the instant replay feature scales back to repeat...



and adds a special "control box" to the play window, superimposed over the action...



...then you can control the "film" by playing in reverse or even frame by frame!



Let the computer select if today would be a nice day for a game or not!



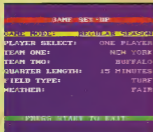
Alter the field conditions by selecting between natural and artificial turf!



The weather will affect the movement, control and overall team abilities!



You can direct the power and direction of your kick!



If you pick the playoff option, you can go right into a chart 3 screens wide, that helps you see the pattern of teams that are on their way to the super bowl. This one is not yet been started, but it will soon be filled with teams battling for the title of Super Bowl champions. You pick your team and then another will face you.

EGM'S PIGSKIN PICKS!

FACT-FILE

Manufacturer: Tecmo
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Easy
Number of Players: 1 or 2
Available: December '91

TECMO SUPER BOWL

THE SUPER BOWL!

Do you remember last season when you won the Tecmo Bowl? Now it's the start of a new season and, thanks to the wizards at Tecmo, the game is even better!

Play against the real teams and real players in a gridiron contest so intense it rivals anything the Nintendo has seen before! With digitized voices and the familiar play control of the first Bowl, the interaction in Super Tecmo Bowl will make you feel right at home!

Super Tecmo Bowl is filled with a wide assortment of all new music during play scenes, new passing and running plays, and new stats that range from an injured list to mid-game scores to play by play updates!

Take this proven package and throw in truly spectacular animated cinema displays and action that moves faster than a lot of arcade titles and you get a sequel that's even better than the original!



CHECK OUT THESE



AWESOME CINEMA DISPLAYS



EGM'S PIGSKIN PICKS!



A new feature found in Super Tecmo Bowl is the addition of an injured list! Don't take chances or you run the risk of getting hurt!



After choosing your teams you get a complete list of your offensive and defensive players. Play coach and put together the best team possible. Pick your

starting line up taking into consideration each player's stats and how well he will play against the other team in the respective positions!



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With so much attention to detail and realism, you'll feel like a real football player!



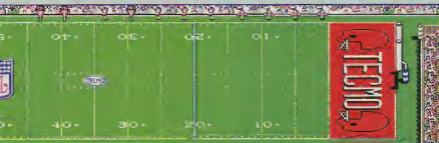
Play with real teams and real players from the NFL and the most intense action for the NES!



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The fantastic game play from the first version remains intact!



EGM'S PIGSKIN PICKS!

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 8 meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: Spring '92

PLAY BY PLAY!!

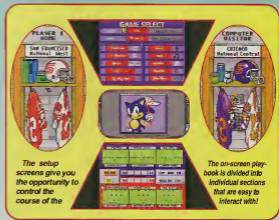
Yes, that's right, Joe Montana is back for his second stab at 16-Bit football in Joe Montana II: Sports Talk Football.

As the name implies, this game uses an extensive array of real speech to further support the game play. While playing, the announcer keeps you apprised of the on-field action with a steady stream of real voice play by play. Everything is included in this exciting new video football, with complete phrases and a halftime "talk" show accompanying the detailed gridiron gladiators!

More conventional features include animated cinema displays of the crowd and referee, and even a cameo appearance by Sonic!

An intricate option screen also allows you to select the field, manage players and, if you don't like the commentary, turn off the voice.

With the added realism afforded by the real voices and scaled play, Joe Montana 2 comes off looking, and sounding, great!



At the start of play a more panoramic view of the field is used...

One of the more advanced features of Joe Montana 2 is the pseudo-scaling and zoom. When a player approaches or is near the football, the screen shifts to show you a close-up of the action. This provides a better view of the game play and creates a more realistic view of the game!



...until the ball is introduced into play and the screen isolates the action!

EGM'S PIGSKIN PICKS!



Real Speech!



This television anchor man continuously reports on the game. Throughout the game he provides his own play-by-play commentary! This man truly loves to talk!

During the halftime show, the Sega sportscaster reports on first half statistics and other important facts!



The fans show their appreciation by cheering and screaming whenever a great play is made!



Get ready for some real fan appreciation whenever you score! Also don't be surprised if you see some familiar faces... like Sega's own Sonic the Hedgehog!



The referee makes all of the calls in animated cinema displays! The referees use the same familiar hand signals you'd see in a real game!

Cinema Displays

This game has some spectacular cinema displays to help show penalties, scoring and the general mayhem you'd expect to find at any pro outing! adding to the action. The displays are fluid in movement and there are enough of them to satisfy even the most demanding critics of football - be it the video version or the real thing!



EGM'S PIGSKIN PICKS!

FACT-FILE

Manufacturer: EA
Machine: Genesis
Cartridge Size: 4 meg
Number of Levels: NA
Theme: Sports
Difficulty: Average
Number of Players: 1 or 2
Available: Spring '92

PASS THE PIGSKIN!!

Football fans rejoice, John Madden is back again in John Madden Football '92. This version contains several new features not found in the now-classic original.

From the instant replay feature that allows you to review your last play with special rewind, play and frame-by-frame controls to cinema displays of Coach Madden and roaring crowds, John Madden '92 takes all of the proven play concepts and award-winning interaction of the first game and broadens the scope in every direction!

John Madden Football '92 brings hard hitting football action to new heights with its smooth scrolling and great game play! Fans of the first Madden game, as well as new video football enthusiasts, simply MUST NOT MISS this incredibly fun sports game!



The crowd cheers when you're on the move!



And boos when ever you give up the ball!



Get ready for a show in the endzone whenever you score!



NEW INTRO SCREENS



The new game setup screen makes it easy to choose from a variety of fields, teams and options that each affect play!



Look at the scouting report to judge your opponents really are. These overtones add more strategy to Madden '92!

Instant Replay



The control box allows you to review the last play in amazing detail!



Great cinema displays show the game action from beginning to end! The displays are animated with great detail!



EGM'S PIGSKIN PICKS!!

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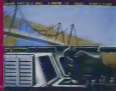
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FACT-FILE

Manufacturer: Ballistic
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Moderate
Number of Players: 1 - 2
Available: Now

A REAL FOOTBALL EXPERIENCE!

Get ready to experience the bone crunching thrills of real football in Mike Ditka Football. This game has all kinds of features every football fan will enjoy. For the novice video football player, there options that allow you to adjust the difficulty of the passing game. You can also practice kicking with any team to master the art of the long range field goal! Test your skills in a single face-off or play an entire season in the playoff mode. Digitized voices call the plays and optional music throughout expand upon the game play even more. Other features include time-outs, substituting players and real division teams. Additional statistics screens allow you to track your progress just like the pros do! With Mike Ditka Football, you get it all!

MIKE DITKA POWER FOOTBALL

OPTIONS AND STATS



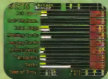
Pick your season!



Select your plays!



Additional play options!



Player and team stats!



Turnovers, including interceptions, can only be overcome with skilled play!



Look out for hard-hitting tackles!



Face off at the line with a full compliment of computer and player controlled teams!

EGM'S PIGSKIN PICKS!

READY TO GET ROUGH AND TOUGH?



Be careful or you could lose players!



Call in new plays during regular and post-season!



PASSING



The passing mechanism in Mike Ditka Power Football allows you to run plays from a series of specially scripted routines. With a full screen of opponents, you can perform hand-offs, short screen passes or even long bombs all the way downfield!



CALLING PLAYS



The variety of strategies designed in the Mike Ditka Power Football play-book allows for a wide array of playing possibilities. Huddle up and select from the option windows. Then move to the line and adjust your positioning to reflect pressure from the opposition!



KICKING PLAYS

Mike Ditka Power Football provides a number of different perspectives in the kick-off and field goal modes. The action plays well in both, although the field goals offer a more detailed look at the action!



EGM'S PIGSKIN PICKS!

THE GREATEST PLAY IN FOOTBALL HISTORY.

Brace yourself for the brand new version of the game awarded Genesis "Game of the Year" by Game Player's.

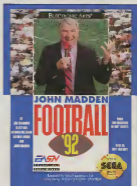
John Madden Football™ '92. It doesn't get any tougher than this.

Madden '92 delivers the most guts in football. Twenty-eight updated pro teams, plus a new All-Madden squad. The latest plays, schemes, and formations including the Run and Shoot, 3-4 defenses, and a fistful of new

Madden plays like Tuf Bronco and Hail Mary.

And the tough got even tougher in Madden '92. Now your competition adjusts to your playcalling. Call a play once too often, and you'll get planted in the turf. Permanently. It's the most intense football action you can get. And action always speaks louder than words.

So Madden '92 is flat-out the most realistic game this side of Sunday afternoon.

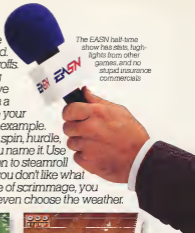


Each team roster is packed with 35 men, each man rated on six different attributes. Some are more durable; others, better on grass; others, better in mud. Play to their strengths, and you'll make it to the playoffs.



Coach Madden's drafted a whole new game this year including the Run and Shoot, 3-4 defenses, and much more.

Besides calling the shots, you have more moves than a cheerleader. Take your running back, for example. You control every spin, hurdle, cut back, dive, you name it. Use the "omph" button to steamroll for a first down. If you don't like what you see at the line of scrimmage, you can audible. You even choose the weather.



The EASN half-time show has stats, highlights from other games, and no stupid insurance commercials.



This season's a lot tougher. Call a play once too often and you'll get planted in the turf.



Watch the momentum shift after the hardest-hitting play in football: the quarterback sneak to the hospital.



Talk about in your face. Instant replay gives you the ultimate payback hit.

EASN gives you better coverage than a nickel defense. The latest sack dance. Touchdown boogies. Injuries. Penalties. The gamesavers. The goats. Close-ups that zoom right in on critical first down measurements.

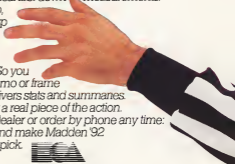


Every boo, cheer, or gasp from the crowd.

All the details and grit of the sport itself.

Any play can be instantly replayed. So you can analyze blown assignments in slo-mo or frame by frame. After every drive, Madden delivers stats and summaries.

Quit talking and get a real piece of the action. Visit your local EA dealer or order by phone any time: (800) 245-4525. And make Madden '92 your number one pick.



ELECTRONIC ARTS®

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FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 2 Meg
Number of Levels: NA
Theme: Sports
Difficulty: Easy
Number of Players: 1
Available: Spring '92

TAKE JOE ON THE GO...

Football games appear to be on the rise and their is no better way to enjoy fast paced football action than the portable way with Joe Montana Football for the Sega Game Gear.

This translation of the popular console title employs many of the same features found in the original Joe Montana, but has been scaled down in scope to accommodate the smaller proportions of the Game Gear display.

The game starts with a coin toss and your decision of fielding options. The team selection screen is completely menu driven and allows your choice of many different franchises, each with their own style of play.

While it does have some rough edges, Joe Montana is a great addition to the Sega line-up of games for the ever expanding Game Gear hand-held.

COIN TOSS!

Play begins with the coin toss! Pick either heads or tails to determine whether you will elect to receive or kick at the start of the game. Highly detailed graphics are used to represent the coin as it spins and ultimately falls on one side! There are a number of special touches such as these scattered throughout Joe Montana Football for the Game Gear, providing many unique features not found in most football entries!



Joe Montana FOOTBALL



In the play select screen, pick from a variety of options!



The graphics of the field and players are rendered with detail!



Whether you run or pass, Joe keeps you in the game!



TEAM SELECTION!

The team selection screen allows you to choose the from the available teams that you wish to play as and against. The game allows you to choose from many different types of offense and defense by providing specific characteristics to each team.



INTERMISSIONS!

Joe Montana, in addition to presenting a challenging game of ball, supplements the action with some nicely drawn and animated intermission sequences after each score and at the end of play!

EGM'S PIGSKIN PICKS!!



FOOTBALL FRENZY

(SNK / NEO GEO)

Without a doubt this is the best looking football game ever seen on a home video game system. Incredible sights and even better digitized voices call the plays. For 1 or 2 players.



TECMO BOWL (Tecmo / GameBoy)

An excellent translation of the NES hit! Great game play and fast action give you football on the go! Also uses the same passwords as on the NES version.



JOE MONTANA (Sega / Master System)

Joe Montana is making an appearance on the Master System 2. Features a wide variety of offensive and defensive plays to let you play like the pros.



SUPER PLAY ACTION FOOTBALL™ (Super NES / Nintendo)

Nintendo has created a sequel to their NES title. While it no longer has the 4-player mode, it does boast improved graphics and sounds.



BO JACKSON (THQ / GameBoy)

Bo knows football, and baseball in this two-in-one cart. Featuring vertical scrolling game play and a coin toss. This cart also has an optional baseball game for a nice change of pace.



N.F.L. FOOTBALL (Lynx / Atari)

This official NFL game has the real players that football fans love. Cool scaling of the field and a large playbook give you the realism of football on the go. Link up with another player for twice the fun.

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- Detailed 16-bit graphic
- Realistic sound effects
- Dynamic action
- Monstrous creatures

SUPER NINTENDO
GAME WARE



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LICENSED
Nintendo



ULTRAMAN



Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.

FACT-FILE

Manufacturer: Konami
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 10+
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: December

THE DRAG IS BACK!!!!

Simon Belmont has invaded the 16-bit market. That's right he's coming to you on the Super NES in with 16-bit graphics and sound. Every one hundred years the force of good start to weaken and the forces of evil become stronger and stronger. Also every one hundred years the power of dracula grows more and more. Each time he returns he is stronger then the last and that time is soon to come. It has been one hundred years since Simon Belmont defeated Dracula and saved Transylvania from sheer destruction. However, once again Transylvania is in danger. Dracula is back and he is out to get revenge against the Belmont family. The towns people now look to a new and more powerful Belmont to seek out and destroy Dracula. You, with your whip in hand, must seek out and destroy this evil and once again bring peace back to Transylvania.



SUPER Castlevania IV



THE MYSTICAL WHIP

Simon has learned how to do more techniques with his whip.

He can now use his whip in eight different directions. Also, after Simon uses his whip it will limp and just hang down. Simon can twirl his whip around and use it as a form of attack.



ANCIENT WEAPONRY!

This version of Castlevania is like the others in that you will be aided by ancient weaponry along the way, however you can only carry one weapon at a time. This weaponry is most helpful against the bosses and sometimes they will be needed in the main level of action. In order to use these weapons you need to collect hearts. For every heart you can shoot out one of your weapons, and in order to collect hearts you need to look in the candles.

BOOMERANG



DAGGER



FIRE BOMB



AXE



WATCH



Simon can now use his whip to grab on to things and swing across from one platform to another. When Simon grabs onto the ring with his whip he can hang on as long as he wants.

HELPFUL ITEMS!

These items will be very useful and you'll need most of them in order to finish the game. You will find these items hidden in the candles and hidden in walls. You have to whip the candles and the walls to make them appear. Grab them quickly because it will only stay on the screen for a few seconds, then it will disappear.

LITTLE HEART

Gives you one heart. It lets you use your special weapon once.



BIG HEART

This will give you five hearts toward your special weapon.



MONEY BAG

Get these to receive bonus points. The amounts vary.



CROSS

If you find this get it immediately because it will kill all the enemies on the screen.



MORNING STAR

When you die the morning star will power-up your whip.



INVISIBILITY POTION

When you grab this item you will be invisible for a short while.



SMALL PORK CHOP

Grab this to give you back some of your much needed life.



LARGE PORK CHOP

Whip walls and you might find this. It gives you back most of your life.



DOUBLE SHOOT

Allows you to shoot out 2 special weapons at one time.



TRIPLE SHOOT

Lets you shoot out 3 special weapons at one time.



STAGE ONE

By the time you get here you should have mastered the new techniques of your whip. If not this may be your last chance to. When you get to the boss, He'll come out on the right side. Get close to him and use your whip.



STAGE THREE

This level has some of the best graphics ever. There are times when there are 3 layers of parallax scrolling. Watch out for the enemies that are hiding behind the waterfalls, they may be hard to



STAGE FIVE

This is a short level, but a important level. This is the level that will lead you to the front porch of Castlevania itself. It maybe short, but it's not that easy.





STAGE SIX
 The levels in stage six seem to be resemble those of the levels in the first Castlevania. But of course, this levels have better graphics. The boss will dance circles around you if you start tripping over your feet.



STAGE SEVEN

You may meet some old friends in this stage, but watch out because those friends now have friends of their own. Use a dagger against the boss until you loses his axe. Then wait him with your whip.



STAGE EIGHT
 This level can be rough if you don't watch where your going. There are spikes everywhere. Take this one slow and try not to jump into any spikes. At the end of this level an old foe has a bone to pick with you.



STAGE NINE

This level is not on loaded with enemies, but money two. This levels is probably the funnest level to play because the effects of the gold coins are cool. The ghost in the background add to the fun.



LIGHTNING TW

Create a World



ActRaiser! Awesome arcade-style graphics backed by monster symphony sound. So you think you've seen all the action? We'll see, hotshot. Finish our U.S. 16-bit blockbuster before 1992. We've drawn a line in the dirt, dare ya to cross it!

 ENIX AMERICA CORPORATION

Licensed by Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

DRAGON STRIKES ICE

LOOK FOR
DRAGON WARRIOR III
IN EARLY '92

or Just Rule It



Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin' Game, this one's for you.

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ENTERTAINMENT
SYSTEM[™]

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CIRCLE #172 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Bandai
Machine: Super NES
Cartridge Size: 4-Meg
Number of Levels: 9
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: Now

250 FT. TERRORS!

Since the first day a giant rubber monster devoured Tokyo, a countless stream of herculean heroes have stepped forward to battle their city smashing ways. Now you can assume the identity of one of the greatest monster mashers in history as Ultraman, an intergalactic nasty neutralizer! The video game for your Super NES has you battling a wild cast of nine monsters in a head-to-head kick and punch-em-up action contest with Tokyo as the backdrop!

YOUR LASERS



LASER 1



LASER 2



LASER 3



LASER 4

At your disposal is an assortment of different laser options. All are useful for wearing down the monsters, but only the fully-charged blast will destroy them!

ULTRAMAN

TOWARDS THE FUTURE

ALL YOUR MOVES!



ROLL



BACKFLIP



PUNCH



JUMP CHOP



BARRIER



KICK



JUMP KICK



R-KICK



UPPER CUT



THROW



Double Action, Double Fun on Game Gear



BATTER UP

BATTER UP has hard-hitting power, screaming line drives, impossible diving catches and sizzling pitches. Whack that fast-ball into the grandstand! Hurl hair-raising curve balls past the batter. Leap to snag mile-high fly balls. You control the lineup, call in pinch hitters and relief pitchers, even bunt and steal bases. Choose from 14 teams, two stadiums, plus five and nine-inning games. With two Game Gears, challenge a friend to create your own world series.

namco
The Game Creator



PAC-MAN

Here's PAC-MAN, zipping around the maze munching yummy ghosts. If they catch him, he's ghostfakes! Chomp down power dots and fruit treats for big bonus points. Connect two Game Gears for extra ghost-mania. Choose different rounds to even up the competition. When you gulp a ghost, it pops up in your friend's maze. Then he's got double trouble, and you've got the points!

CIRCLE #140 ON READER SERVICE CARD

Namco HomeLink, Inc.
3355-1 South Blvd. Suite 102
Santa Clara, CA 95054-3013



GUDIS

Be careful! This Veggie has laser beams, a swiping tail and its tentacles that do big time damage!



BOGUN

This nasty gastropod has the ability to spray a toxic gas, as well as flog you with its whip-like antennae!



DEGOLA

The god of the Aboriginies can fire lasers from its paws and use its spines as a rolling attack!



BARRANGAS

Barrangas breathes alien gases and has a huge tail with enough power to knock you off your feet!



KILLAZEE

You've finally reached the main Boss! This creature will attack with a variety of weapons, including fire breath and huge blasters built into his arms. Killazee will also use his deadly horn to ram Ultraman as he leaps from side to side!



GUDIS Z

This veggie has gone hard core, having a pure energy clone attack with a strong club-like tail!



ZEBOKON

Born in the swamps, this fire-breathing nastie will ram you with its head and whip you with its tail!



MAJABA

One of the largest bugs you'll ever meet! Majaba has eye lasers and a habit of leaping from side to side!



KODALAR

This brute not only can fire lasers across the ground, but also reflects your lasers back at you!





THE ILLUMINATOR™

A GAME BOY™ LIGHT ACCESSORY

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time your
Game Boy™
came out
of the dark?



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TAKE THE CHALLENGE!

TAKE AN EXCLUSIVE LOOK AT THE MIRACLE KEYBOARD!

THE MINDSCAPE CHALLENGE

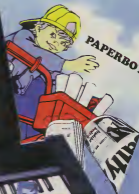
CHECK OUT THE ALL-NEW TITLES FROM MINDSCAPE!

GAUNTLET II



THE MIRACLE PIANO TEACHING SYSTEM

PAPERBOY



HELP CAPTAIN PLANET SAVE THE EARTH!



CHESSMASTER



CAPTAIN PLANET

TAKE THE MINDSCAPE CHALLENGE!

...find exactly what you crave, non-stop! ...in depth adventure, ...puzzles, or beautiful ...the Mindscape Challenge ...! If you want to test your ...try the arcade classic

...erboy or the ... Super NES ... Paperboy 2! ... you'd like ... wet your whistle ... on the glistening ... Miracle keyboard interface for the Nintendo Entertainment System! If your brain needs a workout, play Game Boy Klax or Loopz for the ultimate puzzle challenge! Even better, try Chessmaster for the Super NES and take on the Grand Master! Meanwhile, Gauntlet II will fill your adventurous heart with glee while you attempt to grab all the loot you can and make it out of the endless labyrinth alive!

The Mindscape Challenge is a quest for maximum enjoyment! The sheer diversity of Mindscape titles opens the doors for a wide range of tastes. The choices are endless and the quality of each game title remains unchallenged! Whether you're zooming hundreds of miles per hour down a busy stretch of highway or sneak-

ing around the nearest corner in search of gold and treasure, you'll find exactly what you crave deep within the Mindscape Challenge!

Cool heroes like Captain Planet have joined the quest for fun and world preservation in a brand new NES title! Join Captain Planet and the Planeteers in their mission to save Gaia, the Earth goddess, from becoming uninhabitable for human and animal life! Fight awesome bosses like Duke Nukem and Dr.



PAPERBOY is a classic coin-op available at home through the Mindscape Challenge. See page 6 for more info!

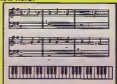
Bright! The power is yours!

The awesome Miracle keyboard is an innovative new peripheral for the NES that actually teaches you how to play the piano! Using a unique graphical interface in the form of interactive video, the Miracle guides you step by step through each lesson until you have full mastery of the keyboard and its various functions. It's sure to be a hot item this Christmas and in the future.

Imagine, all of the excitement and challenge you crave awaits within your grasp! Merely accept the challenge of the Mindscape Challenge and all of your dreams just might come true!



CAPTAIN PLANET takes the world by storm! Featured in his own TV cartoon series, a smash comic book, and now on the home video game screen, his message comes through loud and clear. Captain Planet and the Planeteers are seeking to preserve Earth's delicate balance between purity and pollution. See page 12 for more on this hot new hero!



It's a Miracle! The new Miracle piano teaching system plugs directly into your Nintendo Entertainment System and requires no batteries or additional hookups! Do you want to be a rock star? Learn the most elegant instrument in the world quickly and easily! Better still, this amazing peripheral can stand alone has a powerful MIDI keyboard. Page 4 has the inside scoop!



DAYS OF THUNDER is an excellent example of how the Mindscape Challenge brings the movie experience home.

JOE GAMES
987 TOKEN LANE
VIDEOTOWN, HA 12345

GAMERS SPEAK

SOFTWARE TOOLWORKS
60 Leveroni Court
Novato, CA 94949

No opinion matters more than that of you, the reader, the gamer, the consumer! After all, it's the consumer who buys and plays the games, so there is no one better than you to reflect on the quality of Mindscape titles! Graphics, sound tracks, playability, and original theme - each category is painstakingly examined by the public and finally, judgement is passed. Will this game succeed? Will it fail? It's all up to you! Thus, here are a few of the hundreds of letters, postcards, and memos we've received, showing the consumer feedback on Mindscape products!

Dear Program Designer:

Great job on the Chessmaster 2100! Your advertising is correct. It is I think, the best chess program in the world.

Because you obviously are so interested in designing a first class product that entertains and teaches the user as well as to simply play great chess, I am offering a few minor suggestions for improvements to the next generation of the program. They are changes that I, as a regular user, would appreciate.

1. Please add a setting for a prefer vote that only speaks to computer checks and decisions, or perhaps after a win, say, "Your forte."
2. Allow a player to select a Chessmaster opponent based on approximate rating.

I was pleased to discover the Chessmaster will sacrifice a piece to gain position. This is no close to optimal chess game as my PC has ever come.

Dear Folks,

I have been using "Words Bescon Teaches Typing" for about a month now on my C-64

The reason for starting was that I am a student with a large workload. After this time my ability to type all letters has improved 100% (and symbols should get better with practice!)

My success prompts me to tell you all that the program runs just fine (no bugs, etc.) on my C-64 as on an IBM (I've got both). Thanks for the best typing tutor-machine or human, that I've ever had!

Dear Mr. Palmerton,

I am writing in acknowledgement of receipt of your letter and the copy of Chessmaster 2100 and I simply wish to thank you for same.

It works fine and I am thrilled with this Chess Game.

Thanks again.

I rarely take time to write a letter to any company unless I have a problem, but I am making an exception in this case. I just wanted to tell you how happy I am with Dollars & Sense version 5.0 for the Mac. I have been a Dollars & Sense user since a test was written on the Apple IIe. Version 5.0 on the Mac is great. I like the support for large monitors. I have a 16 inch monitor and when old large monitors can do a full page at sometimes it can take one time. I also like your intelligent editing code "Doll Checkbook." I have it set in edit instructions for the last 15 days. And as it grows, you can set all descriptions as any name. I have been using version 5.0 for several months and have found it to be top tier.

Most software houses seem to promote Quicks when you ask them what is available. I think you need to consider Epsilon that Dollars & Sense is an excellent program and probably better than Quicks.

You might consider supporting CheckFive checking with Dollars & Sense. That is one selling point that other programs have.

To return a floppy cassette

I have used Microsoft Works for over two years. But after trying your Toolworks Office Manager, I have decided Microsoft Works will now use Office Manager instead.

I use three different personal computers: (1) an older PS/2 with dual 3.5-inch floppy disk drives in my office; (2) a Tandy 1000DX with a 3.5-inch floppy disk drive at home; and (3) a Tandy 1100C notebook with a single 3.5-inch floppy disk drive while on the go.

I have found that by putting the Toolworks enter, the end onto program on separate 3.5-inch floppy disks, the Toolworks Office Manager can easily run on all three of these machines. I cannot say the same about Microsoft Works. The most functions have been a great help in converting my Works files into Office Manager.

I have been so happy with the Toolworks Office Manager that I had to write. Thanks for a great product.

Send your tips, suggestions, and comments to:

SOFTWARE TOOLWORKS
60 Leveroni Court
Novato, CA 94949

IT'S A MIRACLE!

"Miracle is the best hardware/software combination that I have ever seen"

"It makes learning to play a positive joy"

"More than enough for the absolute beginner"

THE MIRACLE PIANO TEACHING SYSTEM



"A superb value for the money"

"[It] will start a revolution in computers"

"It is totally and utterly impulsive"

*- Gareth Powell
The Sydney Morning Herald*

DO YOU WANT TO BE A ROCK AND ROLL STAR?

Ever wanted to crank out a few tunes on a keyboard, but didn't know how? Well, if you own a Nintendo Entertainment System, a Super NES, an Amiga computer, or a PC compatible, you can pick up a Miracle keyboard and start learning to play the piano in mere minutes!

To start, just plug the Miracle into your NES or Super NES joystick port. Place the included program cartridge into the cartridge slot and get ready! Within hours, you will perform numerous one and two-handed melodies effortlessly!



You can choose from 128 instrument sounds and effects to emulate, including the piano, guitar,

organ, saxophone, and many others. The keyboard has built-in stereo speakers, a foot

pedal, and even stereo headphones for private listening.

You will learn how to properly place your fingers, how to sit, and



how to read musical notation! Since the keyboard is compatible completely with MIDI tech-

nology, it may stand alone as a separate unit. It can be plugged into your favorite stereo system to enjoy

the full effect of stereo sound.

Each lesson is customized to fit your specific needs. It will analyze your performance and give you pointers on how to improve. The options are limitless! Maybe it really does take a Miracle to be a rock and roll star...





KEYBOARD

The keyboard consists of 49 full-size, velocity-sensitive keys. Each of the 128 digitized instruments and sound effects are reproduced faithfully every single time.



ONSCREEN TUTOR

The Miracle guides you step by step through each lesson! It even gives you pointers and encouraging words of advice. Follow the instructions carefully.



NUMEROUS OPTIONS

If you want to take a break from the lessons, you may, at any time, go to the options screen and listen to any piece of music available with the program!



NES INTERFACE

By connecting the Miracle to the NES (and soon the Super NES, PC compatibles, and AMIGA computers) you can visualize the beautiful tunes you are hearing.



INTERACTIVE VIDEO

With the video interface, learning to play the piano is fun! Play in the shooting gallery and other outstanding interactive keyboard games created to help you learn!



UNCHALLENGED QUALITY

Fully MIDI (Musical Instrument Digital Interface) compatible, built in 4" speakers, 128 digital sounds, sustain foot pedal, 49 full size velocity keys, need we say more?

DO YOU REALLY WANT TO BE A ROCK AND ROLL STAR?

REALLY?

Okay! Run to the store and put your name down on the Miracle

Piano Teaching System! These systems are guaranteed to be the hottest items to hit the store shelves since the Nintendo itself!

No other accessory even comes close! The Miracle should price out at just under \$400, a real bargain considering the price of piano tutors nowadays. The Miracle won't last long in stores, and a waiting list is already forming.

Besides, a stand alone keyboards can easily cost three times that amount, and it can't

interface with the Nintendo Entertainment System. The Miracle keyboard will emulate 128 different instruments

and sound effects, so no instrument is out of your reach!

With the Miracle's interactive Nintendo hook up, you will be guided step by step until you can play

very advanced pieces of music with or without accompaniment.

Take one look at the high quality keys (all 49 of them) and you'll be impressed! This is the reason

to buy a Nintendo Entertainment System! Of course, the Miracle will be available in nearly every

format varying from the new Super Nintendo Entertainment System to the powerful PC compatible systems. The Miracle will also run on the Mac computers and stand alone. Can any other keyboard accomplish this bold feat? I think not!

So, if you really want to be a rock and roll star, the Miracle is the right learning tool for you!

The Miracle will take a beginner and turn them into a winner!



PAPERBOY 2 FOR THE SUPER NES

PAPERBOY DELIVERS!!

Paperboy®, perhaps one of the hottest arcade coin ops in history, is coming to the Super Nintendo Entertainment System! Super NES Paperboy® 2 brings the true arcade experience home and even adds some new twists and turns! Instead of just going up a one-way street, you get to turn corners and move freely about the screen! Of course, you can't backtrack, but you're so good, you won't miss your customers, right?

Paperboy 2 on the 16-bit Super NES is even better than the arcade! All new obstacles, bonuses, and clean graphics are all improved over the coin op original.



LOOK OUT FOR THESE HAZARDS ALONG YOUR ROUTE...



Mad Dog



Sewer Grate



Baby Buggy



Runaway Car



Rose Bushes



Road Curb



Demon Fire



Cannon Ball



Lawn Mower



Car Tire



Deep Hole



Crazy Kids



Metal Fence



Dog Patrol

...AND MANY, MANY MORE!!

Be a
Paperboy!



KEEP AN EYE OUT FOR BONUSES!!

Super NES Paperboy is loaded with surprises and hard to reach bonuses. The way to really rack up points isn't just delivering your papers, but to stop crooks, smash the windows of non-customers, tame vicious dogs, and otherwise destroy any obstacles!



Window Smash



Mail Box



Car Hood



Dirt Jump



Sneaky Crook



Porch Swing



Garden Lady



Pig BBQ



Bathing Beauty

Be a
Papergirl!



Game Boy
PAPERBOY 2

Super NES
PAPERBOY 2

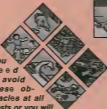
PAPERBOY® 2 ON THE SMALL SCREEN!

This awesome arcade classic has made into nearly every home video game format possible, and the Game Boy is no exception! On the small screen, Paperboy 2 comes off very well. In fact, the game has incredible control and graphics, something not found on many Game Boy titles. All of the original hazards and power ups are present, even the bonus rounds! Try to increase your subscribers, vandalize non-customers, and even stop burglars for really big points!



THINGS TO AVOID

You need to avoid these obstacles at all costs or you will lose a turn!



THINGS TO GET

These items and targets are what you should go for. They will get you the highest points.



PORCH SWING

GHOST

TARGET
(Only in the bonus area)



BLACK CROW

PIG IN BARBEQUE



MAIL BOX



TARGET 2



TRASH CAN

WINDOWS

EXTRA, EXTRA!

ON THE
SUPER NES!

THE CHESSMASTER®

CHECK MATE!

Brace yourselves. The Chessmaster, the most challenging chess program ever created, is on its way to the Super Nintendo Entertainment System! The Chessmaster is the perfect title for the chess enthusiast. The Chessmaster is the perfect teacher and the most relentless opponent with over 150,000 classic openings, 16 levels of play (ranging from New-comer to Grandmaster) and a special option that gives you hints in a tight situation. The Chessmaster will even let you watch while the computer computes each well-planned move! If you know nothing about chess, this is the way to learn. The Chessmaster will also play itself so you can get a feel for how a standard chess match progresses and matures. You can watch the action in either a 3D or 2D perspective, turn the board 90 degrees in any direction, and view the War Room, an area that displays the captured pieces and a thinking window! Hurry. The Chessmaster is waiting for your next move...



TWO PERSPECTIVES!

Only *The Chessmaster* has two different perspectives to choose from. Use 3D for the first person view, or choose the 2D perspective for the classical overhead view.



USE THE WAR ROOM!

The War Room will help you keep track of the moves you've made and let you see what your opponent is thinking. Here, the choices become simpler as you achieve a higher ranking.



AWESOME GRAPHICS!

The Chessmaster takes advantage of the Super Nintendo's incredible 16-bit graphics to the fullest! Choose from numerous richly designed pieces. Rotate the board to fit your personal needs. View the game from two perspectives. *The Chessmaster* is full of rich, lively colors bursting from the screen! You can pick from either classical pieces or fantasy characters drawn vividly and clearly.



BLITZKRIEG

One of the most powerful strategies ever to cross the board is Blitzkrieg. Blitzkrieg is German for "short war" and it couldn't be more aptly named. No other strategy forces checkmate in four (that's right, count 'em) moves! Of course, seasoned players know how to avoid this subtle trap, but sometimes you can catch your opponent off guard. This strategy works best as the white player. Here's the basic moves in a nutshell:

1) First, open with the pawn above



your King. Move it out two spaces. This creates an opening for the Queen and

White Bishop. Your opponent will ideally move his pawn up two spaces to block your pawn.

2) Second, take your Bishop and move it diagonally 3 spaces. This will concentrate your



Bishop on the weak King's pawn, just above the Black Bishop. This pawn is the key to your victory.

3) Third, move your queen diagonally either 2 or 4 spaces. The first choice sets the Queen just below the weak pawn. The second choice puts the



Queen on a diagonal path to the pawn. The only way your opponent can protect the pawn

is to block the Queen and Bishop.

4) Finally, use your Queen to take the pawn! Your Bishop protects you from being taken by the Black King. Since the Black King was the only piece protecting the weak



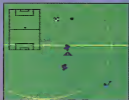
pawn, the King is trapped with no avenue for escape or rescue! Checkmate! The basic idea behind Blitzkrieg is to exploit your opponent's weaknesses whenever possible. Try other variations of this strategy at any point.



THE CHESSMASTER
"THE CLEAR WINNER
IN THE MARKETPLACE"
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MULTIPLE CHESS PIECES TO CHOOSE FROM!

Take control with the wonderful options menu! Choose either the fantasy piece set or the classic Staunton chess set. Pick your board perspective (2D, 3D, or the War Room), and decide which level of difficulty is ideal for you. You may even get advice from the Chessmaster when you get stuck!



GOAL!

Sports titles are among the first to appear on the Super NES, and *World League Soccer* is among the first of them. Take the action down field as you race to your opponent's goal for a one on one confrontation! Some of the best scaling and animation effects are seen here on the Super NES. *World League Soccer* offers an



excellent options screen that lets you really take control of your team's abilities and skills. No other soccer game ever comes close to the pure intensity and action of *World Class Soccer!*



Look for it in your local toy stores early next year!

WORLD LEAGUE SOCCER

EXTRA, EXTRA!

Read all about it! *Paperboy 2* is available for the Super NES! For all of you who enjoyed the coin-op original, this sequel of sorts is guaranteed to please you! The graphics are, of course, superb, and the levels are harder! First, you must choose whether you want to be a paper boy or a paper girl. Then, pick your route! *Easy Street* is definitely the choice for the novice player, but even *Easy Street* is challenging! No longer are you limited to straight up and down streets. Now, your route has twists and turns, and more dangers than ever before! Keep an eye out for gargoyles with extremely bad breath! Or how about that paranoid dude who outfitted his house with cannons? Of course, the original hazards

are all present, including the rabid mad dogs and the crazy road hogs! It looks like the life of a paper boy (or girl) just isn't getting any easier! The object is the same: deliver papers and gain new customers, smash windows, stop burglars, and just make a mess. Oh well, a little vandalism never hurts in a video game...



PAPERBOY[®] 2

The Best On the Super NES!

GEAR UP FOR THE
NEWEST SUPER NES
HITS!

THE CHESSMASTER[®]

Super NES
Smash Hits!!



THE GRANDMASTER...

Hey! Are you a Grandmaster at the game of chess? If you think so, challenge the The Chessmaster on the Super NES! If you really have what it takes, you should be able to beat the Grandmaster Level. Maybe. Even if you aren't a Grandmaster, The Chessmaster has 16



different levels of play, starting with the Newcomer level. The Chessmaster is a patient teacher and a ruthless enemy. Learn the game of chess through special tutorial sessions and by watching the computer think out its next strategy. Chess has long been an intimidating game for novice players, but no more! Even the



worst player can learn the intense strategies and complex maneuvers at your disposal. The Chessmaster is available now, and should be a definite addition to any gamer's library of Super NES titles! Chess is a thinker's game to top all others, and only The Chessmaster can challenge the best of all Grandmasters.

WING COMMANDER[™]

PREPARE FOR TAKEOFF!

The highly acclaimed computer title Wing Commander is coming soon to the Super NES! Take control of the best space fighter in the 27th century! The evil Kilrathi are engaging the Earth in galaxy-wide space war! You are the Wing

Commander in this three-dimensional battle with the invading alien forces!

Brilliant cinema displays highlight each break in the action, making the story unfold and telling you the next mission! Earn commendations, promotions, and increasingly better starfighters as the war progresses. On top of it all, Wing Commander sports some of the best music and sound effects ever



heard on the Super NES! Every piece is fully orchestrated and digitized to bring the true feel of the computer game home to the video game screen! Try it for yourself and feel the adventure!

coming soon!

THE POWER



IS YOURS!™



KWAME™

POWER OF EARTH
THE EARTH WILL DROP FROM
THE SKY TO DESTROY
ANYTHING IN ITS PATH. IT'S
VERY POWERFUL IN DOORS

HELP

Gaia, the spirit of the Earth, has awoken from her century-long sleep only to discover the pollution and damage to the Earth by an oblivious mankind. As a last hope, she calls upon five youths from around the world and gives each of them one of the five Earth rings, each possessing a different magic power. Magically transported to



GAIA!

Hope Island, the uncharted and unpolluted island far from civilization, the five Planeteaders learn to use their acquired powers: Earth, Fire, Wind, Water, and Heart. By joining forces, they are able to call upon Captain Planet, the ultimate environmental superhero who possesses all of the powers of the five rings - magnified!



WHEELER™

POWER OF FIRE
SHOOTS FIREBALLS AND
OTHERWISE CONTROLS
FLAMES IT'S DESTRUCTIVE IN
CLOSE QUARTERS



LINKA™

POWER OF WIND
THE WINDS PROTECT
CAPTAIN PLANET AND CAN
CREATE A CIRCLING
TORNADO SHIELD!



MA-TI™

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THIS NEWLY ACQUIRED
POWER LETS THE PLANETEERS
COMMUNICATE WITH
ANIMALS AND WILDLIFE



GI™

POWER OF WATER
LET THE CLEANSING WATERS
PURIFY THE AIR OF
VILLANOUS ENTITIES AND
DESPATE POLLUTANTS

HELP SAVE THE EARTH!

After receiving the five rings of power, the Planeteaders go off in search of polluters and environmental destruction. Among the worst are Hoggish Greedly, Dr. Blight, Looten Plunder, Argos Bleak, and Duke



EARTH!

Nukem. These eco-villians are trying to do anything in their power to destroy the Earth's delicate balance of the



FIRE!

elements in favor of personal gain. It's up to you to seek them out and put their horrid dreams of polluted royalty to

an end! Captain Planet has the power to uproot these plans with the power of the elements. Each power must be used at the right



WIND!

moment to insure victory for the forces of purity. Hint: The wind shield is more than just a defensive weapon! Try it!



WATER!



HEART!



THE POWER!

ENTER THE CAPTAIN PL

THE POWER TO SAVE THE PLANET IS YOURS! ENTER THE CAPTAIN PLANET CONTEST TODAY!



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- 50 - 2nd Prizes:** The Captain Planet and the Planeteers game for the Nintendo Entertainment System!
- 25 - 3rd Prizes:** A year's subscription to Electronic Gaming Monthly Magazine; and an Electronic Gaming Monthly T-shirt!

All entries must be 100 words or less, typed or handwritten on an 8 1/2" x 11" sheet of paper.

You can make a world of difference! So, hurry and enter today! Include your name, address, city, state, zip code, phone number, and age, and send your entry to:



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SMASH CARTOON MAKES TURTLES SEE GREEN!

The animated series, *get to watch Captain Planet and the Planeteers*, has the most ecologically sound theme ever in the history of cartoons. *Children* Planet and his eco-warriors fight and defeat dastardly eco-villains. *Each episode* second message telling viewers how they can help save the Earth. These heroes don't belong in the *as most!*



A QUICK INTERVIEW WITH CAPTAIN PLANET!

MA: What can we, the common folk, do about the problem with overloaded dump sites?

CP: Recycle, recycle, recycle! Many household products are recyclable, like aluminum cans, glass, plastic containers, newspapers, and even engine oil! By checking with your local recycling center, you can learn what items are recyclable in your community. Remember, pollution starts and stops with the individual.



ENVIRONMENTAL MESSAGE BECOMES HOT LICENSE!

DIC Enterprises and Turner Broadcasting have recently signed 70 licenses to the task of marketing products based on the *Captain Planet and the Planeteers* animated TV show. *Tiger Electronics* is promoting the *Captain Planet action* figures and plush toys, while *Innovative Time Corp.* has the official *Captain Planet watch* that runs on tap water instead of electricity!



PLANET CONTEST TODAY!

MARBLE MADNESS™

IT'LL CRACK YOU UP!



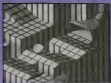
Marble Madness, the smash arcade hit, is now available for the Game Boy! In this game, you'll lose your marbles in more ways than one! You'll

go nuts trying to guide your glass marble down the fierce slopes and obstacle courses, thwarting dangerous drops and mischievous enemies all the way! Careful, the acid



pools melt you on the spot, the marble munchers will make a quick lunch out of you, and the black marble will try to

shove you off the edge! It'll take all of the skill you can muster to swerve your way around these threats and get to the goal in time! Losing your marbles shouldn't be this fun.



PAPERBOY® 2

READ ALL ABOUT IT!



Just when you thought it couldn't be done! Paperboy 2 is coming to the Game Boy! All of the new twists and turns are

hitting the small screen with a huge impact! Improved graphics, more on screen interaction, and a nifty password option truly bring the arcade experience home! Take control of either a paper



boy or girl, and hit the streets! This time, citizens aren't going to just sit and let you hit them! Some of them get up and storm after

you! Better watch your throw. Still, the challenge is not only greater, but it's deeper. The street twists and turns and the paper route gets more complex. Okay, enough reading! Start playing!



DAYS OF THUNDER™

LIGHTNING FAST ACTION!



Buckle your seat belts and start your engines! Days of Thunder is guaranteed to be the best racing simulation on the Game Boy! When you first begin,

you had better practice the pit stop area, because you don't just stroll into the pit and drive out, you must actually change your tires and make



the repairs yourself! After that, enter the qualifying heat and earn a top starting position! Once in the big race, you should learn the art of drafting

(following a car so close, your car is dragged along by the air currents). Choose from 5 tracks and get ready to race!



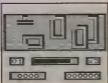
LOOPZ™



ROUND AND ROUND!

Ever feel like you're going in circles? With Loopz, that's exactly what you do! As you are handed pieces of different sizes and

shapes, you must create a loop, wiping out the board. Sound easy? Well, try again! These shapes aren't just plain old right angles! They tend to twist and turn in a snake-like way, and you'll need some quick fingers and a little brain power to figure out this puzzle extravaganza! Try to make it through all 10 tortuous levels, if you can. In the meantime, you can challenge the 2 bonus games and see if you are really up to the Loopz challenge. Complete with 3 one-player games and 2 strategic two-player games,



KLAX™



TILES ARE FOREVER!

At least it'll feel that way! When you play Klax, you must

catch different textured tiles and place them in rows, columns, or diagonals of three or more matching sets. Of course, at first it will seem easy, until tiles start flooding the screen and you begin to run out of room. Try to set up multiple Klaxes, setting off chain reactions, and creating the ultimate Klax, the "Big X." In certain levels, you can use the Big X to warp to higher levels! After the 100th level prepare yourself for a happy ending! You already know that you have fast fingers. See how fast your brain is.



PAPERBOY®



IT DELIVERS!

No need to worry, your local Paperboy is on the scene! The arcade classic blasts its way to the small screen in all its glamor. Take on some of the roughest paper

routes ever and attempt to deliver to the worst customers (and some nasty non-customers) in the city! These people aren't going to make life easy for you. They leave toys out and park their cars right in your path! Don't ever bother trying to get the motorists to stop! Kids love playing practical jokes on you, and guard dogs don't thrive on your company. So if you think you can handle the business, go on, take the challenge. Along the way, bust a few windows, knock over some trash, and show these folks who's the boss!



GAUNTLET® II



NO PROBLEM!

Straight from the arcade megahit, Gauntlet II is a near perfect translation to the small screen. In fact, the Game Link feature allows for four players to join in the fun! Travel through over 100 different mazes full of surprises, treasure, evil monsters, and more! Search for the magic potions to increase your abilities and maybe you'll earn a chance to go through the secret rooms! Snag power ups to help your quest and don't leave one monster standing if you can help it! Watch for the villainous thief who loves to steal your precious potions and keys. The mugger is here too ready to take your food away. Best of all the Gauntlet II excitement is preserved perfectly!



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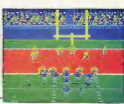
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FACT-FILE

Manufacturer: Konami
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 10
Theme: Action
Difficulty: Moderate
Number of Players: 1 - 2
Available: December '91

THE LEGEND OF THE MYSTICAL NINJA

CAN YOU SAVE PRINCESS YUKI?

During the peaceful times in the land of Horo-Horo a sudden disaster has struck. The ghost princess Yuki is missing and rumor tells that her kidnapers are a mysterious group of masked men working for the sinister Dragonbeast. Worst yet, the Dragonbeast is preparing to unleash a plague across the land. Use your ninja abilities and take on the personality of Kid Ying or journey with a friend as Dr. Yang in a two player game. It's up to you to defeat your enemies and collect the better weapons that are strewn about you on your adventure.

These additional risk incentives allow you to gather more powerful implements and combined with detailed graphics and play, make *Mystical Ninja* a winner.

ATTACK MOVES AND NINJA MAGIC



WARLOCK ZONE 1



Ghosts and wierdos will haunt you!

WARLOCK ZONE 2



This is no party, but it seems like it!

WARLOCK ZONE 3



It's time to break up this carnival!

WARLOCK ZONE 4



Rotating rooms! What's next?

WARLOCK ZONE 5



Test your jumping skills to the max!

WARLOCK ZONE 6



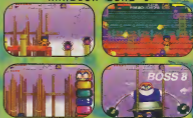
Watch out for ground and air attacks!

WARLOCK ZONE 7



Keep your balance or start swimming!

WARLOCK ZONE 8



Incredible obstacles appear to challenge you!

WARLOCK ZONE 9



Repeat your battles against the most difficult Bosses as well as a new Boss!

Will this ever end!?!

FACT-FILE

Manufacturer: Capcom
Machine: NES
Cartridge Size: 4 Meg
Number of Levels: 18
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: January 1992



BRIGHT MAN



MEGA INTENSE!!!

Get ready for the most explosive, action-packed Mega Man yet! This time our robotic hero combines the talents that you've mastered in the first three games with some even more incredible powers! Now, in number four, you must locate special weapons, explore another castle of creatures as well as take advantage of the RC robots created by Dr. Light! Toss in some ultra cool graphics, sterling game play and even more enhancements and you get the best Mega Man adventure yet!

We also get to learn some of the history behind our hero in part four. Through the use of some truly awesome cinema displays, you'll get the first look at how the household robots were turned into instruments of evil! You also get a chance to see how the warrior Rock, became the mechanical Mega Man!

Even though time has passed since their last encounter, the action, graphics and play of Mega Man are better than ever in part four!

IV



NEW MEGA BUSTER

Mega Man comes equipped with an even more powerful blaster in part four! Power-up the buster three times:



Your mega buster is equipped with the standard mega bullets!



Hold down the attack button to increase the Buster blast and power!



Delay your attack release longer and the shot power intensifies!

FIND MANY USEFUL ITEMS ALONG THE WAY!!

ENERGY PELLETS



Gives Mega Man back some energy. The big one gives you more.

WEAPONS CAPSULES



Gives back energy to your special weapons.

ENERGY



Refill your energy.



Free Mega!

BALLOON ADAPTER



Grab it for balloon power-up!

WIRE ADAPTER



Provides you with the wire!

SUPER MEGA WEAPONS!!!

In the three previous Mega Mans adventures, it was essential to overcome the Bosses since you stole their powers! This unique feature is back in part four, with eight new Bosses and weapons! Also, like Mega Man 3, the latest game features the RC robots to help you out when things get tough! The same three Rush robots are back to help you above the ground and underwater! The RC robots are also retrieved from special opponents as well as two new bonus items! These enhancements include a balloon adapter that will release a rising platform and a wire adapter which fires straight up and attaches to the ceiling! These two new power-ups are essential in getting certain locations in the game that are otherwise too high!

DRILL



A very powerful weapon used to get through barriers!

BRIGHT



This freezes the enemies on the screen but doesn't effect the bosses!

TOAD



Shoots a shell in the air that breaks into a deadly rain!

RING



Fire to unleash a special boomerang weapon that returns!

DUST



Powerful and works great against the robot masters.

DIVE



This weapon seeks out the enemy, but it is very weak.

SKULL



This defensive item will create a shield of skulls around you!

R. COIL



Jump on him and he will shoot you high into the in the air.

R. MARINE



Gives you better control while fighting under the water!

R. JET



Ride his back to get past areas with no where to stand!

WIRE



Search the domain of Diveman to locate this enhancement!

BALLOON



Find this weapon when your searching for Pharaoh Man.



Begin your battles with Ring Man!



This level holds many surprises - explore!

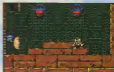
PHARAOH MAN



The enemies at the beginning of this level will strike at you from below so be especially careful! Watch your step in this tricky area and also make sure that you jump occasionally when walking in the sand or else the quicksand will start to pull you under! Use your



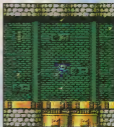
Mega blast to defeat Pharaoh Man at the conclusion of the round by being wary of his special Mega beam!



TOAD MAN



The rain in this level will slow Mega Man down. That makes it very easy for the enemies above to hit you. Be sure to activate the skulls when you arrive here! Also, don't stand in the water that is on the platforms because the water will carry Mega Man to the right side of the platform and into some deadly spikes!



RING MAN

This may be a little difficult at first, but once you master the play technique required to pass the Ring Man enemies you should have no problem at all! Don't take any of the platforms for granted, however, because they might just move out from under you! If this happens, run to either end of the platform - using the slide to speed your way if necessary!



DRILL MAN

This is another useful level to come prepared with the skull! During this round you have to run under falling rocks. Be sure to have the skull power-up activated against the rocks that fall from above and don't jump too high because the ceilings are covered with drill bits.



DUST MAN

At the beginning of this level, you are going to have to make several jumps. Don't rush right into these jumps, however, because when you must move all the way to the edge until upcoming enemy appears! When he pops up, shoot him and then jump very quickly. The boss is going to try to suck you up with his vacuum so watch out!

Look out for the multiple hazards here!



Stay away from the Hoovers or its curtains!

SKULL MAN



The new enemies that you meet in this round are quite difficult to beat. Don't be fooled by the skeletons! Although they will fall apart when shot, they will quickly come back to life! The only way to defeat these undead nasties is to fully power-up your blaster and let 'em have it! One shot does the trick!



Battle your way underwater to Dive Man!



DIVE MAN

Don't try this level until you have the Rush Marine because almost the entire battle will take place underwater! The Rush Marine will help you with better control underwater! Be sure, however, that you have enough energy in the Rush Marine to take on the Boss or you'll find yourself in a Mega-sized load of underwater trouble!



MAIN FORTRESS!!

After beating all eight robot Bosses, you'll enter the main fortress of the mastermind behind the robot rebellion! Prepare to meet the deadliest enemy Mega Man has ever faced and learn the true story of your identity!



SECRET FORTRESS!

Don't think that the battle is over after beating the fortress! An even greater secret awaits!



FACT-FILE

Manufacturer: Nintendo
Machine: NES
Cartridge Size: 2 Meg.
Number of Levels: NA
Theme: Sports
Difficulty: Moderate
Number of Players: 1-2
Available: Now

HOLE IN ONE!

You've seen him bashing blocks, tormenting turtles, killing Koopas and playing doctor, but now and then Mario likes to take some time off and relax with a round of golf. However, this version is much more detailed than other NES versions, and you will find the layout of the holes extremely challenging and worthy of any pro. Take on the best courses in the world and go up against computer players who play like they have been taught by the professionals.

Some features that set this cart above other golf games are the three dimensional perspective screen shots that appear when the ball is near the hole, a choice of a full set of clubs, and adjustments which allow you to control the speed of your swing and the angle at which you want to hit the ball.

These courses will give up very few birdies and then only to the experienced players. Definitely a game which you'll come back for more and more!

MARIO OPEN GOLF



The three dimensional views are excellent!



The sandtraps are hazards to be avoided!



Pick your course...



Select your clubs...



Check the score sheet..



Walk out to the first tee.



Water hazards everywhere!



Very narrow fairways.



First person perspective.



Small undulating greens.



Trees block your shots!



Play the best courses!



What a good shot!



Better luck next time

NOT THE WAY

TO PLAY THE HOTTEST ARCADE GAMES AT HOME.



The arcade is still a way cool place to hang with your friends. But you can't always be there. You can, however, play Capcom's new 16-bit games with 32,000 colors, smooth 3-D scrolling, and killer sound, while hanging out on the sofa at home. It's the next best thing to being there.

THE
TO PLAY THE HOTTEST

SUPER GHOULS 'N GHOSTS.

Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to defend his kingdom, in case it happens again. Well, it has. And this time, Sargus must be destroyed once and for all. It'll take every bit of magic you can conjure to escape the witches, ghosts and snapping skulls. But you can't stop until you complete your quest.

Skulls and zombies fall from the sky as the ground shifts around you—better watch your step.

Ghosts appear—and disappear on the haunted seas, use your haunted sickle and you may survive—without it say goodbye!



WAY

ARCADE GAMES AT HOME.



At the Mad Gear Gang, you wait on the subway. Punch their lights out before Broadway. Or, you'll be underground forever.

FINAL FIGHT.



The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down. You can help them by using every punch, throw and kick you've got to eliminate these madguys for good.

Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

U.N. SQUADRON.



Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed—headquarters of the U.N. Squadron—the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons hammer your F-20 Tigershark. Of course, you have lasers and bombs

of your own. The freedom of millions depends on you, so strike hard and strike often.

At the oil refinery, the only way to slip away from enemy attack helicopters is to blitz 'em with cluster bombs.

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge anti-aircraft missiles that appear from behind the trees.



ARCADE SERIES

FACT-FILE

Manufacturer: Acclaim
Machine: NES
Cartridge Size: 4 Meg.
Number of Levels: 5
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: December

EGM EXCLUSIVE!!!

THE SIMPSONS™ BART VS. THE WORLD™

MATT GROENING

NO PROBLEMO DUDE!

Get set, because the folks at Acclaim have come out of nowhere with a brand new Simpsons' adventure! In a multi-format puzzle/adventure contest, you must control Bart Simpson, the small dude with an attitude, who's amazingly made it to the finals of a special Krusty the Clown art contest! The winner receives an all-expenses paid trip around the world courtesy of nuclear power-plant owner Montgomery Burns! While the success of Bart's stick figure por-

trait of Krusty as the winning entry remains questionable, Mr. Burns must fork over the dough to get the Simpson clan around the world as promised. Mr. Burns realizes, however, that a loophole exists in the contest that requires him to send his old foes the Simpsons', but nothing says he must bring them back! Use your puzzle solving and action game skills to overcome Mr. Burns and his relatives in multiple locations around the world!

PRACTICE MODE



This is the classic shell game. Find Krusty's head under one of the shells to receive special bonus points!



Play a game of concentration! Match up the faces of the Simpsons' cast! Miss three times and it's over!



Try your luck at the slots! If you get three faces in a row, you hit the jackpot and receive even more points!



Test your knowledge of the Simpsons' TV show! Get three answers correct and the bonus is all yours!



Shift the 15 pieces of three different puzzles around to form different pictures from the Simpsons' show!



LEVEL 1

Level one starts by familiarizing you with the basics of play! Level one contains each of the puzzle games as well as an action segment filled with

secret items! A special secret awaits on the ship, where you must fall straight down to reach your baby sister Maggie! Touch her and you'll get a special bonus



LEVEL 2

This level can be very tricky, but it's simple when you know what to do. First find Marge and then wait until she throws tennis balls at you. Bounce

them off your head into the Krusty statue. After the statue falls, go and find it. After this, jump to the top and move to the right to get to the level goal!



LEVEL 3

The game starts to heat up in level three now that there are two action sequences and one less puzzle. Enter the ancient pyramids and continue

to venture ahead until you encounter the Sphinx! In addition you must battle the Sphinx of Krusty and change into Bartman to safely exist the round!



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Get ready for the ultimate video game contest only from EGM! Each month we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system or systems you own. We will then award one lucky winner a copy of all of the games contained in our Fact-File section for the system indicated in question three! It's that easy! Act fast - the deadline for entering for our December games is January 1!

The following companies are contributing to this contest: Electronic Arts, Tecmo, Accolade, Sega, Bandai, Konami, Capcom, Acclaim, American Softworks, Virgin Games, Bignet, NEC, Ultra and Irem.

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Winners will be listed in the Feb. EGM!

Contest Rules: All entries must be received before January 1, 1991. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sordal Publishing Group, Inc. or to members of an immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$500 U.S. Prizes provided by participating companies and Sordal Publishing Group. Prizes will be forwarded to winner when final production copies are available courtesy of Sordal Publications. One prize per household. Determination of winners will be made through random drawing. The decision of the judges is final.



FACT-FILE

Manufacturer: Absolute Ent.
Machine: NES
Cartridge Size: 2 meg
Number of Levels: 6
Theme: Simulation
Difficulty: Moderate
Number of Players: 1
Available: Now

WE HAVE LIFTOFF!!

Experience all the thrills of a space shuttle mission without leaving the comforts of your living room! Absolute Entertainment has gone and programmed some of the actual U.S. Space Agency projects like rescuing a Soviet cosmonaut, recover and repair an SDI satellite and even building a U.S. Space Station.

Space Shuttle features 6 exciting missions, each with all the realism that Absolute is known for. Go through the preflight checks, get advice from real digitized voices from the mission control staff, and blast off on your mission. Best of all, as detailed as the missions are, you aren't required to memorize pages upon pages of documentation. All of the major controls are displayed on the shuttle guidance system window but like the real thing, it will take time to master the controls and to be able to maneuver the shuttle like a real astronaut.

Space Shuttle Project



Space Shuttle features a password option to let you start the game on the last mission you finished. Note the detail of the shuttle's cockpit. The layout mirrors the real thing and adds to the realism of the game.



Mission 1 requires you to place a satellite in orbit.

Mission 2 has you building a space station in orbit.



The results if you succeed!



And the results if you happen to fail!

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Dimension force
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8
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MEMORY



The Heavy Dolls are the toughest troop in Earth's Armed Forces. Guide your robot through the training camp of these elite fighting cyborgs.

There is only one objective — to gain the Heavy Nova title which is only given to the deadliest warrior in the universe. Can you defeat all challengers to become the Heavy Nova?

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December 1991

Amazingly Exciting!

Can you become the "Heavy Nova",
the strongest fighter in this whole universe?

CIRCLE #176 ON READER SERVICE CARD



FACT-FILE

Manufacturer: Am. Softworks
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 6+sp.
Theme: Action
Difficulty: Average
Number of Players: 1
Available: Now

GOLD, JEWELS, AND DIAMONDS ARE ALL YOURS!

For the first time ever, there is an NES title that could be more than what you bargained for! You're cast in the role of Scooter, your everyday hip hoppin'-wanna-be-rich-quick dude. The quickest path to your fortune is to explore the multiple levels of play for the riches that are scattered about. Each of the six different rounds contain not only great wealth, but incredible obstacles as well. Deal with the gruesome guardians of Treasure Master and you'll find yourself on top of the pack!

Each of the different game levels presents its own unique challenges. From action above the ground to under the water, Treasure Master uses many familiar game concepts and ties them together with detailed graphics and sound effects! These supporting features are incorporated into an adventure with many special features.



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SNIP AND CUT YOUR WAY TO LUCKY POT!



Explore each region to locate the magical scissors - they are necessary to cut the cables!

USE THE POWERFUL BOMBS TO ELIMINATE ENEMIES!



BRAIN BENDER™

Laser refractions is the name of the game as you analyze the enemy's mirrors strategically to destroy the enemy satellite.



ELECTRO BRAIN

100 EAST 80th STREET, SUITE 1000, LAKELAND, FL 34601

This game pak for use with the Game Boy
Compact Video Game System



Nintendo

CIRCLE #156 ON READER SERVICE CARD

LEVEL 1-1



The first stage takes place both above land and below the water! Search out the prizes among the magnets!

LEVEL 1-2



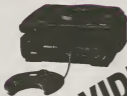
In this cavernous stage, you will need search out the waters and shores with your submarine!

LEVEL 1-3



The final stage of the first level presents some unique challenges. Be sure to use the previous two levels to familiarize yourself with the play mechanics as you fight your way to the passcode screen that, when unlocked, will let you battle for the game's incredible prizes!

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CHECK.

MISSION #1
LAUNCH SATELLITE



MISSIONS #2, #4 & #6
SPACE STATION CONSTRUCTION



MISSION #3
REPAIR SATELLITE



ORBITAL
INSERTION

MISSION #5
RESCUE COSMONAUT



LIFT-OFF



REENTRY



LAUNCH & BOARD



LANDING

Discover once and for all if you've got "the right stuff" as you take daring space-walks high above the Earth's atmosphere to build an orbiting space station, rescue a stranded Soviet cosmonaut, and tackle risky satellite repairs. Then, when your missions are completed, prepare for a hero's welcome after you land at Edwards Air Force Base.

So if you think you've played a space game before, think again. When you're aboard **Space Shuttle Project**, you're seeing it like it is.

"... an 8-bit achievement. Spectacular."—Bill Kunkel, megagaming

Designed by John Van Ryzin.

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Nintendo
ENTERTAINMENT
SYSTEM™



FACT-FILE

Manufacturer: Konami
Machine: NES
Cartridge Size: 4 Meg.
Number of Levels: 8
Theme: Action
Difficulty: Moderate
Number of Players: 1 or 2
Available: February '92



TURTLES FIGHT WITH HONOR!!!

Konami returns to the 8-Bit action/adventure market with a vengeance, packaged as Teenage Mutant Ninja Turtles 3! Packed with a variety of new features, TMNT 3 combines several of the proven features of the first two Turtles games, while throwing in new elements as well! Ranging from the Super Spin Kick to body slams, TMNT 3 is packed with awesome game play!

While the Turtles are enjoying a peaceful vacation, celebrating the defeat of the evil Shredder, the awesome foursome are rushed to the scene of a kidnapping! Poor April, the mutant's trusty cohort in crime-fighting, has been whisked away by Shredder and his evil minions! It's up to you to rescue her and get rid of the Foot Clan!



TEENAGE MUTANT NINJA TURTLES 3



OOOOOOOOUUUUUUUUUCH!

Konami has given the Turtles even more personality than their previous two adventures! By adding a variety of graphics, not only the enemies, but the Turtles themselves, must endure a variety of animated dangers—each rendered in comedic detail! The Turtles must avoid being electrocuted, torched, smashed, pummeled, and shell-shocked. Death isn't the only thing that brings out the best in the Turtles. Leave the controller idle for a few moments and the boredom starts to show!





Like TMNT 2, you can choose from one of the four Turtles at the beginning of the game. Each Turtle has different strengths and weaknesses. Leonardo has twin swords and is well balanced in all areas. Raphael is armed with sais and the fastest of the bunch. Michelangelo comes equipped with nunchakus and is tough and fast, while Donatello is the strongest but suffers from being a bit slower than his compatriots!



STAGE 1

Get ready to kick some major ninja butt. This level is packed with a number of pesky Foot Clan soldiers ready to do you in. Your first battle in this game will take place on the beaches of Key West. After you fight your way past the sandy beaches, you'll move on to the piers where



chance you get!

Rocksteady is waiting! He might know where to find April and the Shredder! The best way to defeat the enemies here is to use your weapon to knock them off the pier and into the water because, for some reason, the Foot Clan has never learned how to swim! Watch out for billboards on the piers, the Foot Clan will try to squash you by pushing them over. Rocksteady is very powerful but is defenseless against your jumpkicks - exploit this weakness every



TURTLE POWER!

The Turtles have been hard at work training in the martial arts since their last encounter with Shredder. Fortunately, they've picked up several new moves that will come in handy when dealing with Shredder's henchmen! Team up in two-player mode for even more damage!



HANG TEN!

Get those surf boards out and get ready to catch some major waves. Structured in somewhat the same manner as the skateboarding sequence from TMNT 2, this level is fast-paced and requires toned reflexes. Enemies will attack from front and back, so don't be surprised if you have to use a jumpkick or two. Halfway through this level a huge submarine surfaces to reveal even more deadly dangers! Watch out for flames and surprise attacks from the Foot Clan when you walk across the Submarine and be sure to take the thugs out as soon as they appear! No time for a pizza break here boy, so get kickin'!



FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 6
Theme: Shooter
Difficulty: Easy
Number of Players: 1
Available: January

THE FUTURE OF THE GALAXY IS IN YOUR HANDS!!

Finally, a coin-op that most thought would be impossible to translate into the tiny brains of our home systems has found its way onto the Sega Genesis system. Capturing some of the most spectacular graphics (albeit minus the crystal-clear scrolling of the arcade version) of the quarter sucking original, *Galaxy Force 2* is an 8-banger extraordinaire, with some fast paced shooting

action and a myriad of weaponry that almost makes the odds even!

Launch your attack against the galaxy's latest threat - the Rounth Empire. These representatives of galactic evil have imprisoned star systems across the universe and, you guessed it, they now have their sights set on your home worlds in the Junos sector! With the fate of your people

GALAXY FORCE II

POWER-UP

Obtain these special icons and your shooting power will increase. Be careful though, it only last for a little while.



CHOOSE YOUR PLAN OF ATTACK!!

At the beginning of the game you get to pick from five separate launching points or levels. After you pick this first level and beat it, you will automatically be transported to the next round of combat. After you eliminate the alien scourge, your on-board computer will kick on the hyper thrusters for a final confrontation in deep space. Make sure that you have enough energy when you go into hyperspace because it's impossible to re-energize!



Pick the hardest level first so you'll have more power for the outer space fight!



YOU LIVE AND DYE BY THE AMOUNT OF ENERGY YOU HAVE!

You start the game with 1200 energy and once you enter combat this will begin to dwindle away. When you get hit by an enemy, you don't die, but instead lose energy. When you have no more



energy the battle is lost and the game is over. The only way to replenish your energy is by getting a certain amount of points as well as successfully destroy a designated number of aliens!



resting squarely on your shoulders, you must take to the stars and take out the enemy - one at a time!

The alien force massed against you is ominous in every sense of the word. From light snub fighters to heavy battle cruisers, the alien armada unleashed by the Rounth has only one directive: the total annihilation of the Junos people!

Each of the game's six levels of play presents an entirely new cast of enemy attackers as well as a separate backdrop for the action. Ranging from outer space to the lower atmosphere of your home worlds, these 16-bit backgrounds present few dangers but are sometimes cool to look at. Don't get your mind off the war for too long, however, or you may find yourself (and what's rest of your fighter) floating home.

With little word of the advancing army, the greatest scientists of Junos put the finishing touches on your prototype fighter. Equipped with a dual pulse cannon and computer-aided missile systems, this new fighter was to be the pride of the Galaxy Force. Now pushed into active duty, you must not only take advantage of the incredible weapons of war at your disposal, but also special defensive systems that include a hybrid armored hull and plasma-based deflection screens. Both in combat and while traversing the corridors leading you safely out of each level of play, this shield will take that would send your ship across the universe in pieces. But look out, because once your deflector screens go down you're a sitting duck and one wrong move means the end of your flying days!

Although the Genesis version of Galaxy Force falls way short in the areas of motion control and scaling, not to mention a liberal loss of the detail that was so intricate in both the tunnel sequences and actual enemies, this lack of visual pizzazz doesn't destroy the overall enjoyment of the game. True, it's your basic first-person shooter, but the special features and interesting risk incentives combine with the all-out intensity of the action to give you a good idea what an all-out interstellar war would probably be like.

If you were a fan of the arcade title, don't miss your chance to give Galaxy Force 2 a spin at home. As long as you don't try to directly compare the complexity of the graphics and presentation, you'll probably find yourself enjoying the ride!

KILLING ENEMIES

The best form of attack in this game is the homing missiles. You can only shoot one group of missiles at a time, but you can select the number of rockets to be unleashed in each group. To unload multiple missiles, however, you must lock onto multiple targets. Once you're locked on you can hit your missile button once more to fire at these targets!



SHIELD

You begin your battles with a fully energized shield. As your craft takes additional damage, this energy is lost and, unfortunately, you can't get it back.



TIGHT SPOTS!

There are many places in this game where you have to be an ace pilot to get by without getting hit. Keep your eyes peeled and watch out for the tight spots!





SCENE 1

This is the easiest level, so you may want to save it for last. It is very important to have a lot of energy when you enter the canal on the conclusion of this round because it is very long and as soon as you come out there is a special control panel that must be destroyed! Try to shoot as many enemies that you can to replenish your energy cells - if you fall to you may not have enough power to best the next level of play!



SCENE 2

This level has by far the coolest graphics. The fire effects in this round are completely awesome. Don't let yourself get caught by all the good looks, however, because you're going to need sharp reflexes to take out the enemies. If you lose your targeting of the alien attackers your power will disappear in no time! Also, look out for the fire that shoots out from below, it leaves you with little time to react!



SCENE 3

At the beginning of this level immediately hit the ground and take out the multiple enemy targets residing there to build up your energy. Also there are plants that will shoot at you from the ground. When they attack, target them with missiles and let 'em have it! Remember that the part that is bombed will come back, giving you the option of bombing it again! Use this technique to rack up a ton of energy upon completion.

SCENE 4

This is the longest of the game's six levels, however the high volume of targets will award you with a generous energy bonus at the conclusion of the round. You may find that when you're flying, crystals pop up in front of your position. You must avoid obstacles such as these because they are indestructible! The easiest way to maneuver around these dangers is to stick to the closest side of the screen.



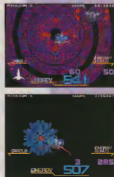
SCENE 5

Undoubtedly the hardest of the five planets on which you can begin your battles. This is the best place to start since there are fewer opponents and, consequently, less energy to collect. This is the best place to start since there are fewer opponents and, consequently, less energy to collect. This is the best place to start since there are fewer opponents and, consequently, less energy to collect. This is the best place to start since there are fewer opponents and, consequently, less energy to collect.



SCENE 6- HYPER SPACE

The backgrounds in this level can be extremely deceiving. The patterns will often give the alien army protection and allow their weapon blasts to blend in with the surroundings. With a variety of dangers to avoid, including poles and enemy fighters, and with no way to power-up your shields, the odds are definitely against you. Maintain a steady trigger!



FACT-FILE

Manufacturer: Virgin
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 8
Theme: Action
Difficulty: Average
Number of Players: 1
Available: December '91

I'LL BE BACK...!

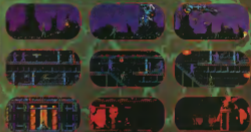
It is a world where mankind has no future. In the year 1997 the computers of Sky-Net looked to humanity as its only threat and devised the ultimate killing machine to destroy us all-The Terminators.

Following the plot and storyline of the classic movie, you assume the role of Kyle Reese, sent back in time by the leader of the human resistance, John Conner. You must overcome the Terminator terror of the future and take on the police and a lone Terminator in the past to keep Sarah Conner, the mother of John, alive.

Combining highly detailed action sequences using digitized graphics, incredible sound and voice tracks from the movie and game play that is sorely lacking on the Genesis, The Terminator successfully incorporates high action with adventure overtones. Toss in some digitized cinema displays from the movie to push the plot along and you get a solid action entry for the Genesis library!



LEVEL 1 - THE UNDERGROUND FORTRESS



In the first level you must fight your way through the maze of Sky-Net in search of the hidden

time displacement equipment. Blow up Sky-Net's reactor and time warp to the past!

THE TERMINATOR

LEVEL 2 - FIND AND RESCUE SARAH!



In this level hit the streets of L.A. in search of Sarah. Blow away the thugs com-

ing at you as well as the cops hunting you down! Locate Sarah before she's captured!



LEVEL 3 - THE POLICE STATION



Having made it to the police station, you must find your way through the endless maze of corridors.



Throughout the game you can acquire new weapons and enhancements to aid you in your battle against the machine. Both in the future and in the present there are several types of firepower that can be collected.



YOU ARE THE FUTURE OF MANKIND!



**THE STORY UNFOLDS AS YOU
PROGRESS THROUGH THE GAME**

FACT-FILE

Manufacturer: Bignet
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 8+
Theme: Action
Difficulty: Average
Number of Players: 1 or 2
Available: December 91

Battle of the 'bots!

If you're into robotics, and you're into fighting games, then this is the one for you. Heavy Nova utilizes a new type of character for a Genesis fighting game... a robot. Boasting 8 meg power, and smooth graphics, it seems like you're inside the game, watching the action take place. The countless fighting moves roll out very realistically, and count for a lot of the excitement in the game. Another addition is the one on one boss battles, in which the bosses use different fighting techniques than you, for an even wider variety of moves. Your missions throughout the game are really just training for the robot, so be alert. There are enemies large and small, and there are also many obstacles to overcome. After each boss battle, you learn a few new fighting techniques. There is also an impressive cinema display before the title screen appears.

HEAVY NOVA



LEVEL UP EXTRA ENERGY



MANY IMPRESSIVELY EXECUTED FIGHT MOVES!



Get level up capsules, and learn even more fighting moves!



Your Opponents



Getting Into **Trouble** Has Never Been So Much Fun!

Madison and her faithful sidekick, Crystal, enter a treacherous robotic underworld to rescue Prince Eldon, who has been kidnapped by the mutant military weapons genius, Blackball. Will Prince Eldon survive? Can Madison destroy Blackball? And will the girls safely emerge from Blackball's evil empire? Only time will tell...



The "Getting Into Trouble" Contest

VIC TOKAI INC. and GAMEPRO® are bringing you the most radical Sega™ contest ever! Some lucky gamers will even get a chance to be on TV!! Interested?!! Read on...

Inside selected packages of Trouble Shooter™, there will be a Madison or Crystal Card. The five people who get a Crystal Card will win the totally hot Sega™ Game Gear™! Two special gamers who find the Madison card will not only get the Sega Game Gear, but will also be featured on the awesome, new TV program GAMEPRO!

Now for those of you who do not find a card, there is still another way to win. Simply look at the back of the Trouble Shooter box and answer the following question: Who contacts the Trouble Shooter? Mail your answer to:

Trouble Shooter
22904 Lockness Avenue
Torrance, CA 90501

Be sure to include your name, address, and phone number. The winners will be notified by phone and announced on GAMEPRO TV! All entries must be received by January 31, 1992. Now go out and get into Trouble Shooter and watch GAMEPRO. Getting into trouble has never been so much fun!



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CIRCLE #125 ON READER SERVICE CARD

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx CD
Cartridge Size: CD-ROM
Number of Levels: NA
Theme: Adventure
Difficulty: Moderate
Number of Players: 1
Available: February 1992

...AND THE MEEK SHALL INHERIT THE EARTH...

After years of waiting, the long-awaited CD smasher has finally arrived! Based off of the classic grade-B giant bug films like *Them* and the hit PC game *It Came From The Desert*, Cinemaware's best title is now in NEC's hands and they are using their CD-ROM power to the max! Though it has some ties with the Amiga version, this one is different, with a more involved plot, a larger cast of characters, and more places to go, not to mention live voice and perfect animation! You are cast as a young, 18-year-old boy who is just trying to make it in a small rural town that was used for nuclear testing. Now, the radiation has caused a genetic mutation, creating colossal ants that threaten humanity!

AWESOME ANIMATION!



A TIME OF RECKONING...

It was a time when the human race was reaching its peak of technology - the construction of the atom bomb. Now, the bomb is being tested in a far away place near the tumbleweed towns of Lovelock and Borax. One of the chief pioneers of this testing was Dr. Horton T. Pandbourne, who has studied the effects of the blast for several years. Unfortunately, his records have helped him discover that the radiation from the blast can cause genetic mutation of living tissue. All of this was unacceptable by the scientific community and Dr. Pandbourne was called a crack-pot and a failure for stating that the biological system of the area could be dramatically changed by the intense radiation. Relieved of his post, the Doc now spends his time with a well-equipped lab to keep on studying the effects.

To this day, Lovelock was slowly slipping into a dark state of depression. Littered with suicides, theft, domestic beating, and murder, Lovelock is turning out to be the epitome of a fatalistic urban nightmare. The citizens, police, and others are ill-willed and are at the last depths of their sanity. Even the town is known as "The Atomic City" and even the buildings have names like the Atomic Lunch Cafe, or the Ground Zero Drive-In. This town is the prime example of the Atomic Age.

Enter Buzz Lincoln, an 18-year-old loner whose mother is a chain smoker and his father is a complete wimp. With his girlfriend Prissy at his side and his Harley Davidson motorcycle under him, he tries to make the best of his life, working for Dr. Pandbourne as an assistant. But all that was to change.

A new terror has just arrived - a terror beyond imagination, scope, and sanity. Only the Doc was able to foresee such an event. The radiation has caused a female queen ant to grow to massive proportions. As the huge mutants began tunneling under Lovelock, they started capturing humans and the queen - called "Anthrillip" - conditioned them into mindless slaves. Not only that, but she replaced them with synthetic replicas of the ones they captured on the surface. Their ultimate goal - to construct another A-bomb to destroy Lovelock, and to repopulate the world with a new order - The civilization of the insect world. The war has just begun!

Light Boy is Bound to Attract Attention



HO! HO!... OH!!! My Vic Tokai LIGHT BOY makes Game Boy playing unbelievable! LIGHT BOY has been my number one request this year, keeping my elves busy until I took off tonight. The LCD screen is so much easier to see, because LIGHT BOY magnifies the screen 1.5 times. LIGHT BOY even comes with batteries and has replaceable lights that make it a great holiday gift (not to mention the ideal stocking stuffer). It's no wonder LIGHT BOY is bound to attract attention.

Replaceable Lights

1.5 Magnification



Batteries Included

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Nintendo



CIRCLE #125 ON READER SERVICE CARD.



Check out the Power Station, Lud's ammo Annex, the observatory, Drive-In, the disposal plant, and channel 14.

In the abandoned town of Borax, you will find Clay, Marina, and Man O' Steel. This is where you can find most of the useful characters. Look on the outskirts of the town for some major focusing points of the game.



There are two sections to Lovelock - the buildings within and the surrounding structures. Be sure to check all of them to make sure that you don't miss any vital clues and items!



Be careful of the Antmind. She will use nightmares to lure you to her.



Borax is now a ghost town, and there are only three buildings left, but there are three other places of interest outside of the town that are sure to harbor surprises!

Check out The Atomic Cafe where Prissy works, also present is the police, Sonny's slug a bug, and your home.



There are many places you can find like the Mine shaft, the Sand Flat, and the Barbecue pass. These terrains will lead you to different scenes and maybe even to some ants!



MEET THE ENTIRE CAST OF DESERT-DWELLING CIVILIANS.

THE MAIN CHARACTERS

Buzz Lincoln - The hero of the game and a loner.
Dr. Horton T. Pangbourne - A scientist that will help you analyze your findings.

THE BORAX CHARACTERS

Clay - A black, blind, wheelchair-ridden saxophone player that has an understanding of the desert.
Marina - A dashing young girl that will help Buzz feel better when stressed out.
Man O'Steel - A macho ex-surfer that will help you build up you stamina in the ongoing fight.

THE LOVELOCK CIVILIANS

Sheriff of Lovelock - Will become hostile if any comments are made about Lovelock's problems.
Lud - Owner of an ammo supply store and will sell to anyone for any reason.
Sonny - Is in charge of pest control and is after the hand of Buzz's girlfriend!

Prissy O'Donnell - Buzz's girlfriend who is very curious about Buzz's actions.

Buzz's Mother - This woman will hound you constantly and dominates Buzz's father.
Buzz's Father - By nature, a wimp. He will offer you pessimistic information and ideas.

Foundry Supervisor - He can help you with his ability to make anything out of steel.
Power Station Manager - A drunk that is very hostile towards Buzz.

Nicole O'Donnell - Prissy's younger sister. She has some connection with the Antmind.
Carl Meadows - A newscaster for channel 14 and is very obnoxious. Has a strange parrot.
Buzz's Fantasy Girl - This is the ideal girl that Buzz visualizes. Do not fall for her, for she is just a projected image from the Antmind to tempt you.

Keeping It Portable Was Tough...Until Now.



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy **GAME KEEPER** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the **GAME KEEPER** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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CIRCLE #125 ON READER SERVICE CARD

8-MEG

DEATH

It Brings Whole New to Disarm

8 MEGABIT
16 BIT GRAPHICS

LICENSED BY BSA FOR PLAY ON

SEGA
GENESIS
16-BIT CARTRIDGE



This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA GENESIS SYSTEM.

SUGGESTED FOR AGES 14 AND ABOVE.

THE CELL

ings A
w Meaning
Your Enemy....

**THE BODY COUNT
BEGINS IN JANUARY!**

Razor
Soft®

SINGLE RISK ON RAZOR SERVICE CARD

FOR A FREE
DEATH DUEL POSTER
Send this form plus \$3.00 postage and stamping to:
Number: _____
Name: _____
Address: _____
Age: _____
Phone: _____
Please Allow 4-6 Weeks for Delivery

FACT-FILE

Manufacturer: Sega
Machine: Game Gear
Cartridge Size: 1 Meg
Number of Levels:
Theme: Shooter
Difficulty: Easy
Number of Players: 1
Available:

SPACE HARRIER

THE SPACE HARRIER RETURNS

When Space Harrier 2 came out for the Genesis, it had the technology and blow-you-away graphics that Sega always delivers. That level of sophistication may seem less than average today, but the gaming gurus at Sega have managed to renew the Harrier attack on the small screen in their latest GG title, Space Harrier!

With all of its fast game play, and big Bosses, Space Harrier on the portable Game Gear comes close to duplicating the action of the arcade. The enemy characters attack with lightning speed, approaching in different formations while a variety of obstacles wiz by! Don't be fooled by the small screen, because Space Harrier packs plenty of firepower!



Most of the enemy characters are back!



Defeat the Harrier armies in the air!



Blaze the first Boss away!

FIND A PATTERN

If you really want a hint to help you fight your way through the game, just move around in a counterclockwise circle to avoid enemy fire and defeat Bosses.



Don't be fooled! Some obstacles can be destroyed, while others, like the bigger tree to the right, won't go away!



PASSWORD FEATURE



If you die anytime after the first level, you can input a password to get you back to it without having to play through the whole game.



JOE MONTANA IS THE ONLY QB



Pictured: Joe Montana Football™

Castles
Included with system!

Super Monaco

Shinobi

Castle of Illusion starring
Mickey Mouse

Slider



*Screens show the actual Game Gear games photographed on a video monitor for reproduction purposes. **Available in November. SEGA, Game Gear, and all game titles are trademarks of SEGA of America, Inc.

GOOD ENOUGH FOR OUR LINE.

Joe Montana quarterbacked his San Francisco team to 4 Super Bowl titles. Now, Joe Montana Football leads the Game Gear line of super video games. Game Gear's newest addition lets you call plays, scramble, pass and score just like Joe Montana, pro football's "Athlete of The Decade".

TV Tuner



Simulated television picture.

But Joe Montana Football is just one of many stars in an all-star line-up. Game Gear has lots of super games with many more on the way. Games that test your intelligence, stamina, and reflexes.

That take you to fantastic worlds where sorcery and magic rule. Games of skill and chance. Popular arcade hits and some you've never seen before. 25 captivating titles available by Christmas. And Game Gear's color screen is sharp, bright and portable. So you can play anywhere, anytime. Game Gear, Joe Montana, and a full line of super titles. It's a sure winner. At home, and on the road.

GAME GEAR™
BY SEGA

World Class
Leaderboard Golf



G-LOC



Ninja Gaiden™



Space Harrier™



Saltain Poker



World Class of Soccer starring Robby Rose ©The Walt Disney Company, World Class Leaderboard ©Chaos Software, Inc. and Ninja Gaiden ©1988 Acorn, LTD. All rights reserved. ©1991 SEGA of America, Inc.

CIRCLE #107 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cartridge Size: 1 Meg.
Number of Levels: 6
Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December

GO INTO BATTLE AGAINST THE "SHRED HEAD"

In their second foray onto the GameBoy screen, the Teenage Mutant Ninja Turtles are back and they mean business! The streets of N.Y. are once again in chaos, with a strange force attempting to take command of the population. The cops have no leads and with each new act of crime the people are demanding that something be done to stop the terror!



TEENAGE MUTANT NINJA TURTLES II

BACK FROM THE SEWERS



Although the police are in the dark, a quartet of subterranean super heroes have a pretty good idea of who's behind all the commotion. These four mean and green ninja machines must use their individual martial arts skills to wrestle control of the streets away from The Shredder's army of thugs and restore a new peace to the people of New York!

CHOOSE YOUR TURTLE!!

At the start of each level you can pick which weapons and skills you wish to possess by picking your favorite turtle! When you lose a life you can pick from the remaining turtles. If you continue you resume play from the last level.

RAPHAEL DONATELLO



MICHAELANGELO LEONARDO



FREE ONE OF YOUR TURTLE FRIENDS!

Don't worry if you lose a life because it's easy to return the turtles to safety. If you complete a level and you are missing one of the turtles, you will play a res-

cue game instead of a bonus game. You'll be given the chance to best a robot guard and save one of the turtles from its captors.

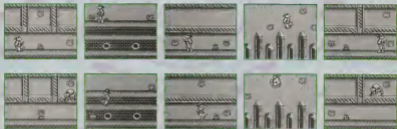


THE BONUS GAMES!



Every time you finish a level you can play a bonus game! To make it to the special play areas, however, you must have all four turtles alive after the Boss is beaten. While all the bonus games are essentially the same, the structure is different. You have a certain amount of time to collect as many

pizzas as possible. Move fast, or the pizza will disappear before you know it! Bonus points as well as additional life are awarded based on the number of pies collected during the time period. Master this technique because the quicker your actions the more life and points you get!



PIZZA! PIZZA! PIZZA!

Everybody knows that pizza is the turtles' favorite food, including the people at Konami! That could explain why pizza is the food that gives the turtles back their power. You get pizza from some of the foot soldiers and sometimes even Splinter might leave a slice behind. A whole pizza gives you back more life than only the one slice, but no matter what toppings are used, don't pass it up!



BREAK OUT OF YOUR DISGUISE!

The Shredder is back and it's time to show who the true heroes are. Don't hide any longer.



ACT 1

Although the first level of *Turtles 2* is easy than the following rounds by comparison, it still presents some unique challenges! As you approach the conclusion of Act 1, however, the game will get more difficult. Explore the sewers when the manholes come off for Pizza and beware of Rocksteady.



ACT 2

Take to the streets in the second level of action! Get ready to do some major shreddin' on your skateboard to get past Shredder's goons! Use your jump kick against the flying scooters and look out for Beebop at the end of the round! He can't wait to get his hands on your shell!



ACT 3

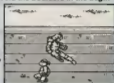
This is one of the longest levels in the game, so be sure you've got your entire clan just in case you run into a few snags! This is also a good level to search on since many of the Foot can be caught with Pizzal Krang is waiting for you at the end of Act 3 so be prepared!





ACT 4

You're well on your way to finding the Shredder by the time you reach Act 4. Avoid the boulders in the beginning of the round by ducking when they bounce and jumping when they roll. In addition to facing the Shredder for the first time, you'll also face off against an angry alien out to stop you!



ACT 5

If you start to think you're losing your mind in a maze at the beginning of Act 5, don't worry! All you have to do to escape Shredder's trap is to move constantly to the left without falling. Not only will you fight a Rock Soldier here, but you'll battle the evil Baxter as well!



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Blast your way behind enemy lines and take out General Traage, Krang, and The Shredder in the last level of the game!



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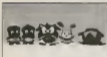
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SUPER PLAY

**SUPER
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FOR
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BIG!**

SUPER RATYME

FACT-FILE

Manufacturer: Irem
Machine: Super NES
Cartridge Size: 8 Meg
Number of Levels: 7
Theme: Shooting
Difficulty: Moderate
Number of Players: 1
Available: Now

BLAST THE BYDO INTO OBLIVION!

It's time to get serious! No more messing around now that the Bydo have brought out the heavy artillery. Pilot the R-9 against a massive battle cruiser and destroy it's inner core before moving on to the complex Bydo Mining Zone that changes form to trap pesky starships. Once you've made it past the mining obstacles, you finally enter into the Bydo Empire Recycling Factory where you can put an end to the Bydo war machine. Finally, blast your way into the Bydo Lair and come face to face with the maniacal Bydo Emperor himself. It's not a pretty sight, but you must destroy him to save the earth. Blow out the game at the Pro level for the "real" ending!

BOSS FOUR



Fly inside the ship and blast the main reactor core. You must destroy all three sections with your Super Plasma Blast.

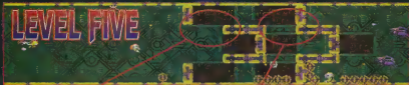
Watch out for the pink lasers that come from the right. Also beware of shots from behind!



Use your bit units to get rid of the guns below and watch out for the lasers from the right.

LEVEL FOUR

LEVEL FIVE



The first section you come to will move towards the left. Take either the upper or lower passage to get through.

Stay in between the two ledges until the wall moves back into place then fly through the upper or lower passage.



Use the bit unit to kill off the enemies that attack from above.



Take the lowest path possible and you will not be crushed.



Stay at the top of this section until the walls are in place. Any other path leads to death.

Destroy the last engine and the ship will open up. Go inside to destroy the core.



BOSS FIVE



This Boss will scroll to the right at high speeds. Watch out for the walls and blast him in the eye for best results.



LEVEL SIX



Launch the Force Droid and keep it in front of your ship. It will take out nearly every enemy and destroy the bases.



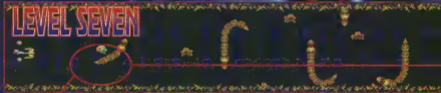
If you have the Bit units when you get to this point, all you have to do is stay still and the falling objects will be destroyed as you watch for stray shots.



You can also stay still in this section and the falling objects will be destroyed by your Bit units.



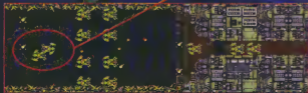
LEVEL SEVEN

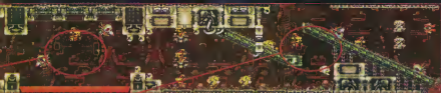


If you stay in the lower left hand corner of the screen you will be safe from any harm. Don't shoot at the giant death snakes or you might be crushed.



After the safe spot disappears, the screen will fill with mines and giant creatures. Try to destroy all of the creatures that come from the right. Be careful as many of the enemies will come from behind. Keep fighting, you're almost there!





Attach the Force Droid to the rear of your ship before going into this section. When

you are clear, attach it to the front again and continue the battle.



This mini-Boss appears at the top of the screen and shoots a strong laser! The only way

to avoid it is to go to the bottom and then fly up through the rings after the main beam disappears.

BOSS SIX



This Boss is extremely similar to the 4th Boss in the original R-Type. To damage it you must shoot it in the red eyes. When the pieces separate, try to use a Super Plasma Blast. Watch out for the lasers, your Force will not absorb them.



BOSS SEVEN



You can release the captured R-9's with a Super Plasma Blast. Launch the Force into the Boss when he opens up and hide in the lower left hand corner of the area to finish off the last remnants of the Bydo evil!



U.S. NATIONAL VIDEO GAME TEAM'S

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STREETS OF RAGE

FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Fighting
Difficulty: Moderate
Number of Players: 1 or 2
Available: Now

BECOME THE MASTER AND GUARDIAN OF THE STREETS OF RAGE

A war is raging on the city streets and the crime rate is soaring! The gangs are so strong even the police can't stop them! Three ex-cops Adam Huntler, Axel Stone, and Blaze Fielding have taken it upon themselves to get rid of the crime syndicate behind the terror! Streets of Rage is one of the hottest fighting games available for any system and now the U.S. National Video Game Team is going to take you into battle like never before. With perfect maps and the best tips and techniques, you should have no problems battling your way to the Big Boss who's behind it all.



ADAM



AXEL



BLAZE



ROUND 1



You'll find this apple in the first booth. Get rid of all of the enemies before recharging your life.



The bottle is a good weapon, but the lead pipe, which is just ahead of it, has a longer reach.



The two outer phone booths are empty, but if you destroy the one in the middle, you will find an apple.



When this punk tries to throw you just hold UP and JUMP to land safely on your feet.



Get the meat fill your life!



This guy looks a lot meaner than he really is. To insure your survival it is best to keep the meat on the screen until you are low on life. Grab the Boss and give him a couple knee-slams and a back-drop for best results.



BOSS !!

ROUND 2



In this level there are many power-ups hidden under the cars.

The pepper will stun the enemies for a few seconds!



ROUND 3



The baseball bat will help you pass through the first part of this level. Try to defeat the enemies as they appear or they will follow and gang up on you making it harder to fight them off individually.



Get the meat after you've defeated the kung fu masters.



This Boss will try to run you over but he's really all brawn and no brains. Grab him and do two knee slams and a backdrop. Be careful because he'll try to throw you every time he gets back up.



Make sure that you get the 1-UP icon on this level.



BOSS 2!

To defeat this Boss all you have to do is grab him, do two knee slams, and then backdrop him. Keep the meat on the screen just in case you need to refill your energy.

ROUND 4



In this level the enemies are more numerous and tougher than before. Watch your back!

Look under the cones and barriers for power-ups.



Don't miss this valuable 1-UP!



This Boss is rather easy once you know his weak spot. Knock him down with a jumpkick and then rapidly knee slam him. Don't try to backdrop him or else!



BOSS 4!

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Adventure Island 2
Bad Dudes
Batman
Burger Fighter
Contra
Double Dragon
Double Dragon 2
Gottlieb
Gunfire War
Karnor
Mettle Madness
Ninja Ren
Ninja Gaiden 2
Paperboy
P.O. W.
Raid Racer
Rampage
Road Warriors
Rolling Thunder
Sky Shark
Slee Soldier
Super Mario Bros. 3
Tetris
TMNT
Wizard and Warriors

652,250
272,040
699,220
6,862,290
15,242,428
6,552,590
883,820
5,896,290
11,111,210
315,480
791,690
147,110
9,099,990
15,242,428
191,330
311,590
82,420
42,368,982
969,080
92,120
1,040,270
8,090,990
2,069,990
995,781
8,889,990
969,990

Player

Kelly McKenzie
Edouard Charbonneau
Stefanos Krugman
Jeff Aronowicz
Kelly McKenzie
Josh Miller
Chad Hissel
Edouard Charbonneau
David Wright
Stran Zaczynski
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Jeff Arkins
Sergei Stogov
Glen Stockwell
David Wright
David Wright
Stephan Krugman
Ralph Berthelgala
Edouard Charbonneau
Jeff Yonan
Kelly McKenzie
Sergio Sugaer
Gary Gold
Chris Hoffman
Jeff Arkins

Player

Erin Chase
Newbie Kelly
Stephan Krugman
Greg Gibson
Steve Flynn
Nick Cheval
Jerry Lindane
Leung Bo Chan
Don Lee
Stephan Krugman
Greg Gibson
Merik Alessi

Game Score Player

Air Battle 10,275,280 Christopher Sims
Alfred Smeit 224,400 Alan Stevens
Back Ball 899,990 Rob Slegemoe
Double Dragon 827,690 Todd Peller
Moonwalker 21,809 Vince Yannat
The Ninja 1,524,650 Vince Yannat
No Nrvvving 868,880 Vince Yannat
Rampage 694,150 Christopher Sims
Naxos 31,135,300 Christopher Sims
R-Type 1,129,320 Brian Goodheart
Shovel 1,975,750 Todd Buellito
Space Harrier 3-D 35,227,670 Dan Lee

Game Score Player

Air Battle 2 36,215,112 Dan Lee
Air Diver 78,823,200 Steve Smeit
Batman 823,960 Todd Buellito
Galaxy 1,791,041 Jim Hakala
Ghouls & Ghosts 1,965,269 Tomko MacFarrman
Last Battle 82,000 Alden Lew
Moonlander 3,985,400 Kin Yu
Phantas 2,513,940 Tony DeShaney
Revamp of Shinobi 12,532,896 Steve Smeit
SeaQuest Senior 1,514,188 Tony DeShaney
Grinder 327,598 Jason Williams
Thunder Force 3 7,341,269 John Decker

Game Score Player

Alien Crash 988,963,280 Barry Goswami
Blazing Lasers 90,990,999 Dale Scordino
Bloody Wolf 26,794,690 Rocky DeWitt
Bark's Adventure 956,590 Chris Mygred
Cyber Core 8,885,998 Jack Miller
Galeage 1,504,146 Jeff Yonan
J.J. & Jack 16,170,990 Chris Camara
Legendary Axe 30,069,390 Rowell Wilson
Mystic Lake 911,990 Paul Calker
Slee Area 8,308,406 Jim Hakala
Space Harrier 31,289,970 Jim Hakala
Spurthouse 99,999,970 Chris Mygred

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*Play against the computer, or use the Game Link to force feed the ball to a friend.

*Choose from three challenging levels of difficulty.

*Win a trip and tickets to a Pro-Basketball championship playoff game.



Available December 1991.

 **KONAMI**

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The Last Word On Video Games

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Head editor Ed Semrad travels to the offices where magic is made! Get the inside scoop on what Sega may have in store for us in the next year, including a one-on-one conversation with the developers of Sonic the Hedgehog 2! Must reading you won't find anywhere but in the pages of EGM!

- 126 **Street Fighter 2 Strategies and Tips - Part One**

EGM blasts you into the arcades for the straight scoop on how to totally destroy one of the most awesome coin-ops ever made! Street Fighter 2! In the first of two parts, EGM pros show you how to master the incredible array of punches, kicks and magic used to defeat a seemingly endless stream of opponents. Learn all the special techniques you need to annihilate the competition!



Master the amazing moves of Street Fighter 2 with EGM's first arcade mega-strategy guide!

- 140 **EGM's Pigskin Picks!**

With the Super Bowl fast approaching and the wildcard spots up for grabs, EGM turns its attention to video football, examining some of the best titles for both 8-Bit and 16-Bit formats. Check out our lineup and get a first look at some of the best gridiron games due in '92, including John Madden '92 and Joe Montana 2!



- 240 **Super Play**

Finish off the Bydo Empire and clear the streets in our latest mega-map blow-outs! Learn the final secrets of Super R-Type and discover how to be tough enough to eliminate the big, bad Bosses in Streets of Rage! The ultimate maps and strategy guides - only in EGM!



COVER:

The Legend of Zelda - A Link to the Past graces the cover of EGM this month! Turn to page 42 for the first pix on this hot new 16-Bit sequel for the Super NES



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 - Competitors should first check the availability of 900 exchange toll phone service in their home locality prior to entering this competition.
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PUBLISHER, EDITOR-IN-CHIEF

Steve Harris

EDITOR

Ed Semrad

ASSISTANT EDITORS

Ken Williams, Martin Aloss, Ron Maronick

Sushi-X, Ray Price, Mike Vallas, Terry March

STRATEGY CONSULTANTS

U.S. National Video Game Team

FOREIGN CORRESPONDENTS

Robert Hoskin

Hideo Shikata

WORLD NET™ CONTRIBUTORS

CTW-England; The SuperFamicom-Japan;

Games-E - England; JoyStick-France

Gamest-Japan; MegaDrive Deep-Japan

Playtron-Australia; Famicom-Journal-Japan;

Nintendo Magazine - Sweden; ASM - Germany

LAYOUT AND PRODUCTION

Direct Contact, Inc.

George Mac, Associate Art Director

John Stockhausen, Ad Coordinator

CUSTOMER SERVICE

(515) 280-3861

NATIONAL ADVERTISING DIRECTOR

Jeffrey Eisenberg

Eisenberg Communications Group

2121 Avenue of the Stars, Suite 630

Los Angeles, CA 90067

Brandon Harris, Account Executive

(213) 655-5513

SENDAI PUBLISHING GROUP, INC.

Steve Harris, President

Mike Riley, VP Operations

Mark Mann, Financial Director

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Harvey Wasserman, Newsstand Director

Harry Hochman, Circulation Director

Donna Cleppe, Circulation Manager

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insert coin

THE EGM DIFFERENCE

As I sit back on Halloween night to assemble my monthly collection of gaming thoughts, I can't help but look back and where we've been in the last year. Being the last issue of 1991, I've convinced myself that there would be no better place to catalogue the achievements that the video game hobby has made in the past twelve months. By the same token, I've also decided to share some of my personal observations related to where the industry seems to be heading in 1992.

First and foremost, 1991 saw the first real explosion of 16-Bit interest, spurred on largely by Nintendo and the long-awaited release of their Super Nintendo Entertainment System. Coinciding with this unveiling, Sega promptly dropped their price below the \$150 mark, while NEC chopped the price of the Turbo down to half of what it was when originally introduced.

The appearance of 16-Biters on the scene, combined with a general lack of initiative by most 8-Bit licensees, delivered the first nail in the coffin of the NES. Although there are still 30 million units in play, you can't help but wonder how many of the tired and true Nintendo users who had the cash and the broad interest in gaming to support the more obscure titles haven't already moved up to one 16-Bit system or the other. Sure, the NES still has plenty of life in it, but witness the actions of Nintendo themselves (releasing one game for the holiday season) and you only reinforce the idea that a handful of softs will continue to power the vast majority of the systems.

Last year also saw handheld gaming peak with the delivery of the Sega Game Gear. Now sharing shelf space with the likes of the Nintendo GameBoy and Atari Lynx, the variety of games and hardware configurations open to the player have never been greater.

We also got to meet some revolutionary game characters in 1991! Although we had all met Mario before, his latest adventure in 16-Bit provided a variety of all-new thrills. And don't forget Sonic the Hedgehog! His wayward manner and ultra-crisp graphics gave Sega the recognition that the company and its hardware have deserved for so long.

Where are we going in 1992 and beyond? CD games seem the natural progression, but not without some hitches. It's difficult for game companies to put the \$500,000 commitment behind a top quality CD-ROM or CD-I production (as opposed to \$100,000-\$150,000 for the average cartridge game) when the potential market is 1/100th the size the base of cart users. Price is also a factor, since most CD game players now range \$300.00 and up.

No matter what the new innovations are, or what the hot new character of 1992 may be, you can rest assured that EGM will be there covering it first! With a staff of avid game players, like you, we have the ability to spot the trends and hot new games of tomorrow, today. That's the EGM difference.

**Ed Semrad
Editor**

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Street Fighter 2 is coming to the S-NES next summer!

(Ed. Well guys, there is good news all around! Capcom has confirmed that they are working on Street Fighter 2 for the Super NES. While a specific release date

Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Due to the high volume of mail received each week, we regret that individual letters can not be answered.

STREET FIGHTER 2 FOR S-NES

My favorite arcade game is Capcom's Street Fighter 2. From what I see this is the hottest game in L.A. Can you tell me if there are any plans to bring it to a home system, and which system will it be?

Brad Laporte
Los Angeles, CA

Your arcade coverage is starting to improve. You are reporting on coin-ops monthly rather than just whenever there is a show. Great job as nobody devotes enough space to the arcade games. What is this "official coverage" that you claimed to have in your November issue?

Robert McMillon
Denver, CO

Sushi-X talked about Street Fighter 2 coming to the Super Nintendo a couple of issues ago. Is this true, and when will it come out? Will there be a Street Fighter 3?

Sheldon Kohara
Honokaa, HI

Hey, I've got a great idea. Your video game coverage is great as I like all the pictures you show. How about doing that for some of the hot arcade titles. How about a special section on Street Fighter 2 which shows all the special moves for each character? Then put in tips and strategies for beating the game.

Brian Bozarth
Hockessin, DE

isn't set yet, June 1992 has been mentioned. It will be a 2 player game and, depending on cost, there might be a special 6 button controller released for this super soft!

There will be a Street Fighter 3 but not for a while. The next martial arts game (at least for the Japanese market) coming from Capcom is Captain Commando. Terry Aki in Japan tells us that Capcom is working on new 32 bit arcade hardware and SFS may be the first game for that system.

Also, make sure that you check out our new arcade section! We are working very close with the AAMA, and you will be seeing some very intense Arcade-Files in the coming months. We have upgraded our computer systems again, and we now can make maps and strategy guides of arcade games, just like we can with the video games!

What better game to start it off with than Street Fighter 2! We have 8 pages of all the moves and strategies to this awesome game!

MEGA-CD UPDATE...

I like the way you have monthly updates on Sega's Mega-CD just as you did when the Super NES (Famicon) was being introduced. What is the latest info on this hot system? My biggest concern is if the Japanese unit will be the same as the U.S. system. I want to buy one in December but not if the U.S. one is different.

Paul Daniels
Tampa, FL

This letter that I am enclosing comes from Sega and specifically states that the Genesis is not compatible with the Mega-CD. Can you check into this and tell all your readers what you find out. As you can guess, this is a major issue to a lot of your readers!

John Andonov
Shorewood, WI



Sega's new Mega-CD is coming out in Japan in early December at a retail price of about \$370.

(Ed. Work continues on the tweaking of the software that will be built in to the Mega CD. For a detailed update of this super peripheral, be sure to check out our exclusive look at what is happening inside the top secret R & D labs of Sega of Japan. This is our Behind the Screens interview starting on page 115.

As to whether the Japanese and U.S. Mega CD-ROM units will be the same, officials at Sega still will not confirm or deny any system compatibility. We believe that, electronically, the systems will be the same but, since the U.S. unit doesn't exist yet in final form, there is no way to be 100% positive. Of course SOA will not admit that both CD-ROM units are the same because as soon as they do, players will buy the Japanese units and this is money that SOA will never see. If you really can't wait for the U.S. system, at least get a guarantee that if the systems are different, you can trade it in for a U.S. unit from the store you bought it from. Also remember that the CD unit is mechanical, and it, sooner or later, will need repair. Who will fix it? Not SOA.)

As for new games, Sega's first title (not Sim Earth) will be Woodstock: Funky Horror Band. It's another RPG, heavy in Japanese text. Earnest Evans still looks like the best CD to buy when the system comes out in December.)

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1992 AWARDS???

I wonder if you guys forgot something. Last year your 1991 Buyer's Guide came out as your October issue. I just got the October 1991 issue and there wasn't any mention of your yearly awards? Did you forget to do them? Or did you quit doing them because the companies gave you too much heat for the 'worst' awards? I hope not, as you guys do the only honest awards around. By the way, if you did do them, who won the best game and best system awards?

D.J. Thomas
Houston, TX



Who won best game of 1991?
Was it Nintendo's Super Mario 4
or Sega's Sonic the Hedgehog?

(Ed. Not to worry D.J.) This year we did something different. Because there were so many new games this holiday season we just didn't have the space in EGM (even at 250+ pages each) to slip in a buyer's guide. Instead, check the newsstands at the awards, fact-files and reviews are now in their own 'extra' issue. This way everything is expanded and covered in the detail that you would expect from EGM. As to who won the best game of the year, and the best system of the year....They're either Nintendo or Sega products.)

SLOW S-NES...

I am curious to know why Nintendo decided to put a slow processor in its S-NES. I would have thought that a lot less effort would have been needed had they based their system around an 80386 or 88000 series processor. I recently purchased the system and the game UN Squadron. The slowdown in the sprites was terrible. How can they fix what they have?

Doug Erickson
Chehatis, WA

(Ed. You're not the only one who is wondering what's going on. We are getting a lot of letters like yours questioning Nintendo's wisdom. Of course they will never admit there is a problem, and it may be something that game programmers will be able to work out once they become more familiar with the system.

As food for thought though, the system was designed in Japan, and the typical Japanese player likes the RPG (Dragonquest, Final Fantasy etc.) game the best. The arcade type shooters, on the other hand, are way down on the popularity list. Could the player's preference have had any influence on the design of the machine?)

MONDU'S SLAUGHTER SPORT?

A couple of months ago I heard Mondu's Fight Palace by Activision was put on hold. Last month I saw an ad for Slaughter Sport by Razorsoft. This game sure looks like the old Mondu game. Is it?

Mark Dormitorio
Carson, CA



Mondu's Fight Palace (left) and
Slaughter Sport (right).

(Ed. As you can see by the pictures, Slaughter Sport does have some things in common with the old Tongue of the Fatman/Mondu's Fight Palace from Activision. Razorsoft did go back in and make changes which affected the length of the game, number of moves and spells though.)

NEC NEWS...

I am a proud owner of the TurboGrafx 16 and over the past 6 months I have noticed that there has been a lot of talk about all of the other systems upgrading their products. Sega has their Mega-CD and Nintendo has their Super NES. Why isn't NEC doing anything to improve their system? While I am happy with what it can do now, I am concerned that the Turbo may be left in the dust next year. Is

there anything new happening with the Turbo?

Tim Bassinger
Boise, ID

(Ed. We have to admit that NEC of America has been rather quiet about the future while Japan seems to be getting all the new products. Word has leaked out though that next year they will bring out the Super System Card, Version 3.0 to upgrade the memory of their CD-ROM drive. Perhaps more importantly though, is the fact that NEC of Japan is making NID (their interactive CD with data compression) a reality! A working prototype was shown at the International Electronics Show in Tokyo. Expect U.S. NEC to start talking about this at the January CES.



The new Super System Card, Version 3.0 coming to the U.S. soon!

CONTEST WINNERS!!!!

The winners to our Hudson Hawk contest which appeared in the June 1991 issue are:

GRAND PRIZE: Michael Esley, Woodland Hills, CA
FIRST PRIZES: Elizabeth M. Cila, Mastic, NY, WM Gladwin, Raleigh, NC, Marvin Laws, Cheyenne Wells, CO, Joyce Friebe, Kilar, Hawaii, Thomas Sanders, Waddell, AZ

SECOND PRIZES: Albert Anbroen, Brooklyn, NY, Louis Dabbie, Rogers, AR, Julia Hildreth, Jacksonville, FL, Jennifer Knaaz, Meriden, CT, Mildred Kiny, Palma Hts. OH, James Las, Jersey City, NJ, Brenda Matcchett, So. Padre Island, TX, Patrick Milburn, Redwood City, CA, Francine Minchello, Aurora, CO, Teal Poffler, Snshomish, WA, Curtis Robinson, Naperville, IL, Roberta Ruppel, Tampa, FL, Anne Welch, Conoverfield, TX, Jeff Westberg, South Glensbury CT, Maria Wilkowitz, Fort Worth, TX

THIRD PLACE: Jo Ann Beckman, Cotuit, MA, Sean Branagan, Greenvale, FL, Carl Carlin, Pennsylvania, FL, Aris Craft, Weycross, GA, K. Dart, Dearborn Hts, MI, Bob Dougherty, Maystading, NJ, Angelo Franco, Bilerica, MA, Debbie Hall, Knoxville, TX, Tom Herbert, Colorado Springs, CO, Ruth Hill, Keyport, VA, Cheryl Horton, Wichita, KS, Kenneth Humphries, Humble, TX, Shirley Johnson, Wrennwood, PA, Lois Kinley, Corydon, IN, Mildred Kowach, Mustang, W, Cindy Lower, Cheyenne Wells, CO, Marc Mulzer, Belvidere, IL, Judy Murren, Tazewell, VA, Max Neil Noto, Selma, CA, Joyce Siroi, Juncy, NY, Noyl Windsor, Hixon, NY, Debra Weaulea, Gallup, NM, Linda Webb, Dallas, TX, Beth Yedon, Wichita, KS, Howard Young, Searles, WA

The winner of the Turbo Express contest in the April 1991 issue was: Cathy Saltinato, Los Angeles, CA.



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evil Bydo Empire. With
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THE "CREW"

STEVE

The big guy is getting ready to book the flight and be first in line to scoop up a new Mega CD-ROM in Japan! Will he let the rest of the "crew" play? No way!

ED

With all the new Super Fam games coming out, our head ed just doesn't know what to do! Having already scooped out the Mega CD-ROM, we think he's getting an ego!

MARTIN

What can we say, the boy can do it all! Martin is busy trying to finish up his work so he can turn his attention to his latest favorite, Thunder Spirits on the Super NES!

SUSHI-X

Sushi is in seventh heaven now that EGM has expanded it's coverage of the arcade games. Check out his in-depth, two part story on the mega-hot Street Fighter 2!

Super NES - Square Final Fantasy 2

Type:RPG Release: Nov.
Levels: NA Difficulty:Hard



| | | | |
|------|-------|-------|---------------|
| Ken | Frank | Gene | 31 51 / 34 69 |
| Dart | Bob | Don | 23 09 / 24 42 |
| Reed | Ed | Joe | 2 52 / 22 22 |
| Kim | Mark | Kevin | 26 13 / 23 14 |
| Tom | Ken | Ken | 33 27 / 32 76 |

Fans of the original Final Fantasy will be pleased to know that the sequel is out for their Super NES. The King of Baron is ordering his minions to steal crystals from innocent people to use for his evil purposes. Take the part of Cecl, the commander of the Red Wings squadron and for justice against your evil King of Baron. The Kingdom of Baron is depending on Cecl to stop the evil King.

Final Fantasy 2 can best be described in one word: epic! It's a well-known fact that I'm not into RPGs, but this one has got something for anyone. You get incredible animations, amazing sound and music and a game that is so involved, so intense, it has to be experienced!

Square has just redefined what the ultimate RPG should be like. With spectacular Mode 7 effects, outstanding graphics and a quest unequaled in video game, the latest in the Final Fantasy series really makes use of all the Super NES has to offer. Easily the best made to date!

I'm not into RPGs on any system, but this one isn't that bad. The graphics are pretty cool, especially when you are flying over the land in your airship. The music is incredible and sounds like a symphony is inside your SNES. If you like these type of games you'll like it, I'm not kidding.

This is a totally awesome RPG. The storyline is actually decent and the plot moves along with a combination of speaking sequences and battles. Sure, there's plenty of the old build up your abilities and move up a level plot, but within a framework like this, how can you go wrong! Tasty game!

Super NES - Nintendo SimCity

Type:RPG Release: Nov.
Levels: NA Difficulty:Avg.



So you've wanted to build a city all your life, now is your chance with SimCity for the Super NES. However, you don't just build the city, you also run it. Everything in town is at your disposal, but you must make sure everything is in working order. Build houses, power plants, and police departments, but watch out! King Koopa might stroll through town destroying everything in his path!

Sim City is an interesting game that takes a lot of planning and strategy to succeed at. Like Tetris, Sim City requires forethought and the constant realization that one wrong step can spell catastrophe down the line. Not really my cup of tea, but an interesting change of pace.

No special effects here as this game is pure cerebral. It's a simulation, and what it sets out to do, it does perfectly. Every aspect of urban planning is built in and the interaction between physical and natural phenomena is straight out of the textbook. Nothing has been overlooked!

This is a great adaptation of the computer game. The graphics and sounds are decent and the game play is almost perfect. This game may not be as interesting as other SNES titles but it does have an interesting game play that will keep your attention for a long time.

Sim City is sure to keep older game players and those who are into advanced puzzles like the Rubik's Cube entertained for hours. Personally, I'd just as soon have salt rubbed in my eyes. The game is slow and tedious and you can't even nuke the city when you get bored! Jeez!

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CIRCLE #113 ON READER SERVICE CARD

Developed by
Nintendo



Hop in your boat and set sail for some serious fishing action. The Blue Marlin by Hot - B contains all the excitement of deep-sea fishing. Pick your lure and set the line. Struggle as you try to reel in an 800 pound blue marlin, or try for a white shark. There are many different fish and even more areas to fish from. Fans of deep-sea fishing will be pleased to know that The Blue Marlin is on its way.

This game, like its predecessor offers some of the most enjoyable fun you'll find on the NES. The game's not filled with wild graphics or intense action, but it does provide one of the most realistic sports simulations you can find in a video game. A challenging and addictive game!

This is a decent fishing simulation. Games have come a long way since the older games where if you had to do is drop a line into the water and you'll catch anything. This version requires skill, patience and even a bit of luck if you want to catch the trophy sized fish.

This is a fishing game for the NES. A pretty unique concept for a video game. The graphics are decent and the sound is average for an 8-Bit cart. The gameplay is very good, but I found that driving my boat around in circles and fishing got repetitive. Great if you liked Black Bass.

While Blue Marlin isn't going to win any awards for being the most overwhelming game, it does manage to dish up enough of a good time to make it stand out from a crowd of me-too titles. Not for everyone, but Blue Marlin, like Black Bass, is addictive and fun.



One of the original cartoon comedy teams, Tom and Jerry, now have their own game in which to live out their cat and mouse hijinks. You control Jerry as he searches for his nephew Tuffy. Tom has kidnapped Tuffy and locked him in the attic. Jerry must fight his way up to the attic and save his little nephew before Tom does something worse. Tom and Jerry has the fun of the cartoon in a video game!

I was deeply disappointed by this game. With the Tom and Jerry characters and their history of antics, you would think that a variety of great play mechanics would be created around their familiar storyline. Unfortunately, you get yet another scroller with little originality in play.

This is a fun cart to play if you enjoyed the type of action found in Rescue Rangers then Tom and Jerry is right for you as this game combines the now blend of action and challenge. Good animations, decent game play and lots of fun for players of all ages.

I need a Geetar string! Sorry but this game just isn't complete without Jerry's uncle Pedro. Anyway, the graphics and sounds in this cart were only average. However the game plays very good and offers some challenge. Not an outstanding cart, but not that bad either.

What fun could have been had by Tom and Jerry. Instead of cool graphics and a variety of play techniques, this game offers up only a few original games and incorporates them into game play that has been done over and over again. This one falls way short in my book.



Take to the high seas, mate! Ultra's Pirates lets you become the swashbuckling captain of a pirate ship. Your mission has you looting towns and attacking other ships on your journey. You can explore many different towns to increase your booty. Cruise around the high seas looking for ships to loot as well as the towns. Ultra's Pirates lets anyone become a famous captain of a pirate ship. Aye Aye, Captain!

Although Pirates is daring enough to try new things with the NES, the lack of action and the repetitive nature that's found in most of the game play just slows down who could have otherwise been an enjoyable diversion. The entire package just comes apart in the end.

I can't get too excited about floating around, out on the sea. The ship to ship battles are OK, but there just isn't enough action. It's a fair simulsion however it moves too slow and it was hard to keep my interest. For military battles only. Too dry.

Pirates was a fun game to get into for awhile. The graphics are OK, and the sounds could be a little better. The concept behind the game is original and can be involving. The game gets repetitive after awhile and will only appeal to computer game players.

I'll admit that Pirates is not the type of game that I get into, but giving it credit, the game does take some unique play mechanics and roll them together into a cohesive game. The action does get too repetitive, however, and overall any real excitement is seldom found.

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CIRCLE #112 ON READER SERVICE CARD

Genesis - Ballistic Mike Ditka Power Football

Type: Sports Release: Dec.
Levels: NA Difficulty: Avg.



Mike Ditka Power Football is the latest in the Ballistic series of sports games. Mike Ditka employs some interesting features, like the perspective view down the field and an enlarged view of the players throughout the game. In Mike Ditka, you can choose from many different plays from the selection screen. After choosing your play, head onto the field for some rough and tumble football action, the Mike Ditka way.

Although this is a fine job of rendering the football field as well as developing the football game, the thing they forgot to do was include the game play. The overall execution of this game tries to merge the stunning qualities of Madden, but unfortunately comes up for a loss in every dept.

Mike Ditka ought to review the products that he puts his name on. His football game is not the best Genesis can offer here but it does have a good variety of plays to choose from. The action just doesn't get as intense as the others and it's at best only average.

I think that Ditka is a great guy and a good license for a football game, but this is a sad note of John Madden. This graphics are choppy and the music is repetitive and annoying. There are a number of different plays to choose from, but with Madden 92 coming out, save your pennies.

This game sure tries to look like another Genesis football game, but the game play is no where near the same league. Ditka Football has some nice looks, but overall the game controls, plays and interacts with such a painful level of inadequacy, I couldn't even finish a game.

Genesis - Tengen RoadBlasters

Type: Driving Release: Nov.
Levels: 50 Difficulty: Avg.



Take to the road in the most dangerous race known. Tengen's home version has all the features of the arcade original. The roads are dangerous, with mine fields banded in the roads, turrets shooting at you, and other cars out to get you. The only thing that can save you is the special weapons and the much needed fuel globes. The arcade classic is now brought home for all Genesis players to enjoy!

Road Blasters has finally appeared on several formats and although I don't like to make direct comparisons, this is clearly the best executed and most fun of all the versions. This game makes excellent use of the Genesis to produce dazzling graphics and a great game!

You can't go wrong with an arcade hit that looks and plays as good as this one does. The overall theme of the coin-op has been retained while adding some nice visual touches that make the game stand out even more. Great challenge and a lot of interaction highlight this fine game.

Road Blasters is a cool game for the Genesis. The graphics and sounds are almost identical to the coin-op. The only complaint I have is that the game doesn't control as good as it should. The power-ups are all there and they've even managed to squeeze in all 50 levels!

Road Blasters has always been a favorite of mine in the arcade, so after some truly disappointing home versions I was very happy to see this game arrive. Not only are the graphics as good as they get on the Genesis, the play mechanics and overall execution were top notch!

Genesis - Sega Quackshot

Type: Action Release: Nov.
Levels: 9+ Difficulty: Avg.



Donald Duck is in search of treasure once again, this time for King Gazula's Great Duck treasure. Donald's journey leads him to nine different lands, with his mischievous cousins Huey, Dewey, and Louie. You're equipped with a plunger pistol that will allow you to sneak past enemies with a single blast, or use the plungers to scale the walls. Sega has turned another cartoon favorite into an action packed game!

Quack Shot is the best of the Disney games so far, featuring not only the best all-around graphics, but also the best play technique! It's your standard side scroller to be true, but there are so many more options available to Donald that this game simply rises above similar efforts.

Quack Shot is one spectacular game. It has the same great game play as the original Mickey and that was one hell of a follow. Donald animates very well and the game doesn't get too difficult for the younger players. Great backgrounds!

I don't have anything against Donald, but Mickey's is just a much cooler hero. The graphics in this cart are very good, and the variety of the levels is also good. The game play needs a little work as it tends to get repetitive after many levels. The music is kind of weak.

The only real problem I had with Quack Shot was the common nature of the game's goals which seldom change. The presentation is rendered nicely and the challenge, while a bit on the tame side, never lets up to the point of becoming boring. Keep 'em comin' Sega!

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KEMCO SEIKA

CIRCLE #211 ON READER SERVICE CARD

TurboGrafx - NEC Raiden Trad

Type: Shooter Release: Nov.
Levels: 8 Difficulty: Avg.



The Earth's defense forces are quickly being wiped off the face of the planet. Hop in your fighter and set out to save the Earth from total disaster. The alien forces are tough, but you have many different weapons at your disposal, including lasers, spread-missile launchers, and the super bombs. So get ready for action in NEC's first 6 meg card in Raiden Trad. The Earth is depending on you!

Shooters are my specialty and Raiden is a winner. The Turbo version captures all of the frantic intensity of the coin-op, with close to perfect graphics and game play. The selection of weapons is implemented well and the game's round progression is executed on target.

Raiden for the Turbo is one fine vertical scrolling shooter. The action gets intense after a few levels and will challenge even the best of players. Great power-ups and weapons make this as equal to the older Blazing Laser.

One of the most intense arcade games ever made is now one of the most intense Turbo shooters. Same cool weapons, same vicious and bosses, and the same nonstop action that made the coin-op so good. The graphics are good, but the sound leaves a little to be desired.

This is an all-out blast-a-thon where only one side survives. The sheer volume of targets and well balanced selection of power-ups and end Bosses make Raiden a classics candidate. The graphics and sound are both top notch, and the game only wears thin after extended play.

Game Boy - Electronic Arts Jordan vs. Bird

Type: Sports Release: Nov.
Levels: NA Difficulty: Avg.



Go one-on one with the NBA's top basketball players in Electronic Arts' Jordan vs. Bird. Choose to play as Michael Jordan or Larry Bird and go head-to-head in a grueling matchup or choose to enter the slam dunk competition and slam your way to the excitement of some real dunking action. For some half-court action on the small screen, tie those sneakers tight and get ready for some half-court basketball action!

This GameBoy sports title has possibilities, but never takes them anywhere. The graphics and sounds are strictly average and the overall appeal is further diminished due to a lack of real control. Interaction between the GameBoy pad and the on-screen players.

Jordan vs. Bird is not to be considered the best basketball game made for the GameBoy. The action moves somewhat slow for GB standards and the computer opponent is slow but still unfair at times. This can still deliver some B-ball thrills to hardcore fans.

If you saw this cart, you wouldn't want to be like Mike. The graphics are slow and clunky and the game control is not responsive enough for an intense game, and the sounds are only average. Having two superstar licensees on your sports game does not make it a winner.

Don't bother with this game unless you're really into basketball hardcore. The graphics, sounds and game play are all lacking in an important area or another and the general appeal of the game is so limited that even with head-to-head play you feel like you're missing something.

Lynx - Atari Stun Runner

Type: Action Release: Nov.
Levels: NA Difficulty: Avg.



Take the part of the Stun Runner on a mission like you've never seen before. The Lynx version has the same look and feel of the popular arcade version. Race your way through seemingly endless tunnels to reach your final objective. Scale the walls on high speed turns to keep your speed. Use your lasers to blast obstacles out of your path, but if you happen to miss your target, be thankful for shields.

This game is a very good translation of the coin-op with many of the update problems that plagued Hard Drivin' now removed. The action and overall theme is just that exciting, however, and despite some truly incredible small screen graphics, I lost interest in Stun Runner fast.

Stun Runner is a good rendition of a futuristic type driving game. The countdown timer adds challenge as does all of the enemy craft that appear in your way. There certainly are enough levels but the difficulty doesn't substantially increase as you get deeper into the game.

Stun Runner is one of my favorite arcade games and now it's one of my favorite Lynx games. Cool scaling and ultra fast game play make this one of the most intense carts for the Lynx. Excellent digitized voices complement this already superior game.

If you're into the wicked visual style and action of the arcade Stun Runner, then the Lynx won't disappoint. It's as close as you can get, although there are some areas that don't come off quite as well. If flying down a tube and wasting opponents turns you on, look no further.

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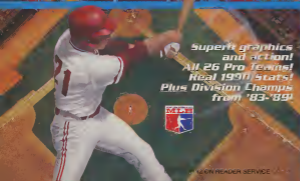
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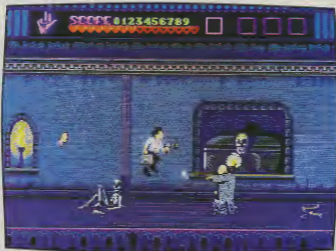


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CIRCLE #101 ON READER SERVICE CARD

GAMING GOSSIP

...Update on Sonic the Hedgehog 2...Contra 4 Preview...Batman 2 on 16-Bit...Lynx Upgrades to Jaguar...
...Sony Begins CD Development...Nintendo 8-Bit Tape Drive...Super NES Delays...

...Get ready for light speed all you little Quartermaniacs! The Q-Mann has returned with two scoops of the hottest gossip from behind developer lines. Try to keep control of your joysticks, kiddies, because this time I've got some real treats in store for all my faithful gaming gurus...The Q-Meister has just obtained some super secret info on the hush-hush sequel to Sega's mega-hit, Sonic the Hedgehog! Sonic the Hedgehog 2, rumored to be sub-titled Escape From Ring Zone, will hit mid-summer as a totally blown-out CD-ROM extravaganza! Sonic loses his cool in a variety of worlds filled with rotation! Our renegade anti-hero even scales the second time out, thanks to the advanced processors employed by the Mega CD-ROM. In certain parts of the game, Sonic will grow in size as he collects special objects! Can't wait to do the Mega Sonic Smash!...In other Mega CD news, Sega is rumored to be readying several of their all-time classics for a compilation disc of the ten best Genesis titles ever made! No details on price, but you can expect to see the disc appear around the same time the machine hits next year...

...Rumors are flying that Sony is getting ready to duke it out with Nintendo over the big N's decision to skip the Sony shop and fly into the CD-I format with competitor Phillips. Although the Play Station has yet to see the light of day, both Sony and Phillips recently unveiled their own CD-I formats in Japan and the U.S. The jury's still out on the Sony unit, but the Phillips driver, which hit with a handful of game titles, is finding few players because of its high price tag! Sorry Sony, but the Q-Mann thinks you scored a direct hit by going solo!...Don't worry guys, Martin's going for the pizza in Vegas! Keep the fish outta my pie!...In the latest of Quartermann's Jaguar coups, yours truly has learned that Atari's super 64-Bit system of tomorrow will reportedly be able to perform yet another stunning feat! With the help of a special adapter, the Jaguar will let Lynx owners play their hand-held softs on the big screen! This is going to be great when Atari finally decides to release their latest super charged console...

...In hot game news, the Quartermann has managed to get the straight scoop on a number of super secret projects now in the works! Among the super softs you'll be playing in the months to come include Contra 4 for the Super NES, the 16-Bit update to the all-out champ of shoot-em-out combat! Also on the Super NES schedule is Batman-Return of the Joker from Sunsoft! Set to go head-to-head with Konami and Sega for 16-Bit Batman battles, the dark knight veterans have some special surprises in store for Super NES owners...Now the big news on the Sega 16-Bit front is a great new game that you'll never see called Uncle Al's Bigtop Fun! The latest gaming super hero, Uncle Al uses his super powers to smash little men with bow ties into oblivion! A great showpiece from VaporWare!...Don't hold your breath, more Super NES titles are being delayed...

...New hardware in development behind closed doors includes the long-awaited 8-Bit upgrade for the NES! Instead of a CD storage device, however, the developers have chosen audio tape - with games coming round by round from your tape player to the game system! This is an idea that's too wild, too cool and way too late...Another peripheral upgrade comes from the import market, where a special Game Gear/Master System translator cartridge has appeared from the Frenchies! Plug the translator into your Game Gear and plug your Master System carts into the buffer for some way-out 8-Bit fury! The Quartermann gives a big thumbs up to the idea of a converter and a big thumbs down to Sega for not bringing it out themselves...Back to the home front, the Q-Minor has learned of a special add-on that will speed your Super NES along at a zippy 33 MHz (up from the super slow 3.58MHz). While this device has yet to be seen in action, those in the know have told Quartermann that the artificial slow-mo that fills games like Super R-Type disappears when this powerful peripheral is put into action. More to come...

...Other news to use comes from NEC, who have a secret plan up their sleeve to convert you to the Turbo...Get set for a jammin' variety of movies to games next summer! Among the future hits now in development are Lethal Weapon 3, Robocop 3 and even possibly an Aliens title! Can't wait, 'till next time I remain...

- QUARTERMANN



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"And it isn't Toto, either, you fool," I snarled at the science officer. But I had this sinking feeling. We'd just completed planetary mining operations. Time to return to base and trade for weapons and some equipment (hmmm, maybe better shields?). I was half



It's never clear what's which in this language and culture.

musing about the mission to save the universe. Half thinking about *Darlene-6*, a Denebian clone I'd met last run in.

We'd been out for days, exploring 270 star systems and 800 planets. Having hit everything from



270 star systems and 800 planets. It's like Europa.com™ except with better graphics.



Check your star log in on the real-time clock system this week!

"This Ain't Kansas And The Alien Off Your Port Bow Ain't Dorothy."

jungles to deserts, oceans to icescapes. And weather that went from awful to worse. We'd met seven of the galaxy's sentient species but these guys were different. They had to be one of the other two. Of course, I'd never finish the mission unless I parleyed. But I had only seconds to decide. Besides, I've always had an itchy trigger finger.

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Summary included and no save game included. Please send address to the manual from before delivery.

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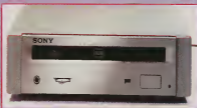


SONY UNVEILS PLAY STATION TECHNOLOGY AT INTERNATIONAL ELECTRONICS SHOW

Sony of Japan has just introduced their new CD-ROM drive at the 1991 International Electronics Show. This trade show was held in Tokyo during the first week of October. Set up much like our Consumer Electronics Show, this is the time when all of the manufacturers of electronic products in Japan have the chance to demonstrate the newest advances in technology.

One area which received considerable attention from the majority of the major hardware companies is the development of new video storage and retrieval devices.

Sony, in particular, unveiled an early version of the technology which will be incorporated into their CD-ROM drive. Officially called the Play Station, this CD-ROM system will ultimately be combined with Nintendo's Super Famicom for use in the home. Sony envisions that this combination, while opening up the doors for companies to create software for an ultimate game system, will have other broader uses which are best called multi-media. Up till now the video game format was limited to just simple games due to cartridge memory (12



Sony of Japan unveiled their long awaited CD-ROM drive at the International Electronics Show in Tokyo.

megabit), but with the CD's huge memory capacity (4,000+ megabit), massive amounts of text can be stored on a CD. For example Sony states that all 26 volumes (32,000 entries) of the Compton's Family Encyclopedia will fit on one CD! Other discs that Sony plans on bringing out include the Software Toolworks World Atlas, Microsoft's Bookshelf 1991 edition (a dictionary, thesaurus, world almanac and book of facts), languages of the world, National Geographic's Mammals of the World, Mixed-Up Mother Goose and a music sampler. There also will be games, however specific titles were not announced at the show. Sony is now signing up companies to prepare new software for it's upcoming Play Station.

As to specifications on the Play Station CD-ROM, the information is slowly trickling in from our sources in Japan. As best as we can tell, the Play Station CD-ROM will not have the advanced biaxial rotation and scaling features as found on Sega's Mega CD-ROM, rather it will be configured more on the lines of a dependable mass storage device. It is quick, clocking in at a minuscule 1/3 of a second!

We thought the Sega unit was fast, but that now is a 'slow' 1 second. As to memory buffer size, Sony is currently listing theirs at only 64 kbits. We believe, however, that before they put their system into production, this number will be increased to the 2 - 4 megabit range.

On the down side Sony does have to solve the problem of not having the software support from Nintendo and many of its licensees, but they will have the advantage of getting their Super NES compatible CD-



The initial software includes an encyclopedia, and a world atlas. ROM in the stores from 6 months to a year before the Nintendo-Phillips unit comes out. It will be an interesting battle to see who will be king of the Super NES CD-ROM hill. With the unit out in the open now, expect to see updates on this super system monthly!

SONY CD-ROM SPECIFICATIONS:

Data Transfer Rate:
 Sustained.....150 KB/sec.
 Burst..... 600 KB/sec.
Access Time:
 Average.....0.34 sec.
 Full Stroke.....0.53 sec.
Buffer Size: 8 KB



The first batch of CD software will be educational related rather than entertainment based.

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MAJOR HARDWARE MANUFACTURERS SHOW NEW CD-I COMPATIBLE MACHINES

Besides Sony, there were several other companies which had prototype CD-ROM hardware in various stages of development at the International Electronics Show in Tokyo. Of those which had units on display, almost all of the companies have chosen to adopt the CD-I format as the standard, and at least for the present, this interactive format seems to be the one which has the best chance to be the world standard for video media storage.

Phillips, the company which developed the CD-I format, was there with its model CDI-910. This is the unit which currently is in production here in the states.

The CDI-910, and all of the other units which will be CD-I compatible, will be able to play all 3" and 5", CD-Audio discs, CD+Graphics discs and visuals, Photo CD discs (Kodak) and CD-ROM-XA "bridge" discs. The latter format is the one which will "cross over" into the video game media and the one which Nintendo has announced that they will use to develop their CD-I video games. Besides by being able to play all of the current audio CD formats and sizes, the



NEC surprised the industry with a working prototype of their new data compression CD technology.

CDI-910 does come with enough built in memory to efficiently handle any software currently in existence or in development. On board the system there is 8 megabits of RAM plus 64 kbits of non-volatile RAM. This is in addition to 4 megabits of built-in ROM!

With specs like these it isn't too surprising that major electronic companies like Panasonic, Sanyo and Victor (JVC) have decided to back the CD-I format. Both Sanyo and Panasonic had prototype systems under glass at the show. To further advance the new CD-I format, a consortium of software developers has already organized to promote the new media.

On the software side, there are a few discs already out in the stores although none are video game oriented entertainment discs. Treasures of the Smithsonian, A Visit to Sesame Street, ABC Sports Golf, Cartoon Jukebox and Time Life Photography are a few of the currently available discs. Nintendo intends to bring to the CD-I format discs which will utilize the popular video game characters - Mario and Zelda. Golgo 13 is another title that is to be converted and enhanced to the CD-I format.

CD-I aside, one of the big surprises of the show was a new

working CD-ROM technology by NEC. Tentatively called CD-ROM Multi Media Player, (MMP-1) this system was not compatible with CD-I, or any other known CD format, however, it is a working version of the NID (New Interactive Display) technology that NEC showed at the Summer CES. To this end NEC has decided to continue with digital data

compression in order to pack even more data on to the standard 5" CD disc. This NEC feels is necessary as their multi-media goal is to have full motion video rather than just still frames. With



Both Sanyo (left) and Panasonic (right) had CD-I units on display.

their data compression, NEC can pack in 60 minutes of broadcast quality full motion video rather than just a few seconds without data compression. The NEC unit was fully operational, and an RPG was playable as the MMP-1 has an input port for the PC Engine controller.



Some of the new CD-I titles planned include a visual history of F-1 racing, a tour guide of Hawaii, Golgo 13 and a video Mahjong disk.



Note the PC Engine controller in the new NEC CD-RDM unit.

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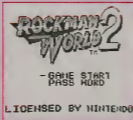
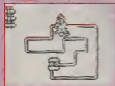
Clash man lives in a world where climbing is crucial to your success!

Capcom / GameBoy ROCKMAN WORLD 2

While in Japan last September, our editors spotted Capcom's newest Game Boy soft. Change the name from Rockman to Mega Man and you have the Capcom US Spring release! This scaled down version of Rockman 2 contains four of Dr. Wily's robots, Clashman, Airman, Woodman, and Metalman. Just like in the previous games, whenever you defeat an end boss you will obtain his power-up abilities! You can still get assistance from Rush, and Rockman even has the slide move in this excellent translation of the original, scaled down for the GameBoy!



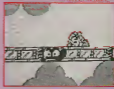
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Rockman 2 uses a password code similar to those found in other Mega Man games.



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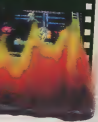
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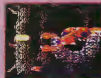
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

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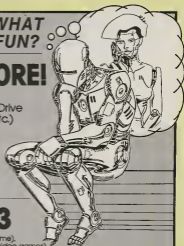
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PC CD

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Sega / Mega CD-ROM
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ROCKY HORROR BAND

Sega's heavy duty RPG's - Dark Wizard and Three Eyes won't be ready till next year. What players will get from them in December is a cute RPG where an alien rock and roll band crash lands on Earth. They can't leave until they find all 8 of their band instruments. Music is the key in this game as the type and length of tune you play determines how strong your magic is.



*Oh, Oh...Captain, there's a
guidance system malfunction!*



*We've crashed! Where are we?
What planet are we on?*



*Captain, we can fix our ship
but we have to find our
band instruments before we
are able to take off. They
must be somewhere on this
planet!*

**THE CAST OF
CHARACTERS:**



*Some of the people of
Earth will help the aliens in
their quest to find their lost
instruments.*

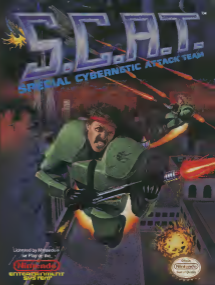
The Future's A Blast!

It's the year 2029 and humanity faces certain extinction! An alien force led by their Supreme Commander Vice Malmort is positioned to destroy the Earth.

The President has little time to act. He assembles the greatest scientists from around the globe to stop this menace. From their laboratory came mankind's last hope—the members of S.C.A.T.

The Special Cybernetic Attack Team has one goal; the utter destruction of the alien fleet. "They've sent an armada to conquer us. We've sent two warriors from S.C.A.T... It should be a fair fight."

- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.



Join two ninjas on their mission to overthrow Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces.

"Natsume's latest is one of the finest NES games released this year or any other year." - VG&CE, Dec. '90

Tail Slamming Action!

Charly the mountain alligator must stop an evil dragon Warlord from conquering the peaceful animal kingdom of Mobery. Join Charly as he strikes a blow for freedom with mighty sweeps of his massive tail in this action/adventure title for the Game Boy.

- Gather power-ups for long range attacks.
- Password feature returns you to all the excitement!



Prince Pendrich must rid his palace of the enchanted army of an evil wizard in this action/maze classic! "Amazing Penguin is a great, enjoyable one player challenge." Game Pro Magazine, Nov. '90.



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Shooter



Shooter

TROPHY

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Fighting Man (MD-CD)



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CIRCLE #173 ON REAR COVER FOR MORE INFO



Yankee Whores (C)



Willy Nova (MD-CD)



Circle #173 on rear cover

Circle #173 on rear cover

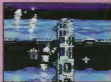
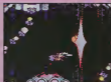
Circle #173 on rear cover

Circle #173 on rear cover

Circle #173 on rear cover

Konami /Super Famicom AXELAY

Another 'secret project' we ran across in Japan was a new super shooter from the experts at Konami. This one is going to make up for all that was lacking in Gradius 3 as it contains even more intense shooting action. Expect to see the very best the Super Famicom can do as now the programmers have had time to figure out the system! The game was in a very preliminary alpha version but what we saw was equal to an arcade machine. The power ups are designed like those in the Gradius series but the weapons are all new and much more powerful. The backgrounds are unbelievably detailed and even exceed those found in Super R-Type. The end bosses are full screen and even when the action gets intense there is not a trace of flicker. The U.S. Konami has not decided whether this shooter will appear on these shores, but we hope they take a long hard look at the ultimate in shooters!



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Our only chance to save the planet Darius and restore order in the galaxy, is by keeping

our pilots alive. I've seen plenty of good pilots go by the wayside because they hit the panic button as soon as they get a glimpse of those oversized monster ships. In other words, keep your composure kid. It's also a darn good idea to fly your missions with a good buddy. After all, any good pilot can use a trusty wingman.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Well kid, it sounds like they're calling your number. I hope we get a chance to talk again. Good luck, rookie!"

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CIRCLE #161 ON READER SERVICE CARD.

NEC Avenue/PC Engine SPACE FANTASY ZONE

What do you get when you combine the cuteness of the little Opa-Opa from Fantasy Zone with the spectacular action/shooter Space Harner? NEC Avenue (the branch of NEC which is responsible for doing the 'translations' from other systems to the PC Engine) is showing us a new version of Fantasy Zone which is exciting and very challenging. Spectacular backgrounds and explosive action help make this a must have game for all who want to put their lightning-quick reflexes to a test. The Buy Shop (Weponalds - a spoof on McDonalds) is more of the cuteness that NEC Avenue is known for! Of special importance are the huge bosses that don't seem to die very easily.



Hot-B/Mega Drive STEEL EMPIRE

As the name implies, it's you against a whole armada of huge steel warships which look like something from an old Buck Rogers movie. Even though they look ancient, they are loaded with some of the most devastating weapons in the universe. Power-up your ship as often as you can because you'll need all the help you can get to make it through this gauntlet of immense alien firepower. Make it through the level only to run into a multi-screen long boss!



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Hurry for Baarogue's power grows by the second and soon no one will be able to halt his advance!

The hit tails arcade game is now available exclusively for the TurboGrafx™ 16!



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NEXT WAVE

EGM EXCLUSIVE!!

AYRTON SENNA'S SUPER MONACO GP 2

EGM has just learned from its sources that Sega recently hired the 1991 world champion Formula One race driver - Mr. Ayrton Senna as the development supervisor for Sega's newest racing game - Ayrton Senna's Super Monaco GP 2.

This new super simulation will be programmed for the Genesis, Sega Master System 2, Game Gear and Mega Drive game systems. The 16 bit versions and the Master System cart will be released in March 1992. The Game Gear version will come out in July 1992.

Here's the scoop. The 16 bit version will be 8 meg plus a battery. The Master System and Game Gear versions will be 2 megabit carts. The 16 courses in the 1991 F1 GP Series will be programmed in as well a few extra courses designed by Mr. Senna himself. The battery backup will allow the player to save their best records and positions in various races for continuation of play at a later point in time. More next issue!

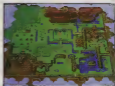
ZELDA 3; LEMMINGS; SUPER OFF ROAD; PAPERBOY 2; WORLD LEAGUE SOCCER; ROCKETEER; MOTOR CITY PATROL; SUCKY O'HARE; NIGHTSHADE; DEFENDERS OF DYNATRON CITY; HOOK; ROBODOD; TROUBLE SHOOTER; ART ALIVE; GROWL; BUCK ROGERS; F-22 INTERCEPTOR; GG SONIC THE HEDGEHOG; CRYSTAL MINES 2; FACERBALL 2000; THE PYRAMIDS OF RA; JORDAN VS BIRD; STAR TREK.

MENU

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| TurboGrafx |  |
| Genesis |  |
| GameBoy |  |
| Lynx |  |
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| Super NES |  |

THE LEGEND OF ZELDA® - A LINK TO THE PAST™ Nintendo/Super NES

The third in the Zelda series will make its debut on their Super NES this Fall. This time the plot changes, as you are not looking for the Triforce of Power, but rather, you will travel back in time to the land of Hyrule before it was destroyed by the evil wizard, Ganon. You will be aided by all new allies that you must find and locate as you proceed on your quest. Battle the minions of evil and use new spells, magic and powerful weapons to help protect you in your travels. Expect to see a lot of spectacular Mode 7 effects, as you proceed through an adventure four times the size of the last game!



THE ONLY 24 BIT HOME ARCADE SYSTEM!



TAKE COVER! The first and only true PROFESSIONAL home ARCADE system, NEO+GEO is soaring into millions of American homes at incredible "24 Bit" speed, delivering more SUPERIOR graphics, sound, and playability, than has ever been experienced in the history of video gaming.

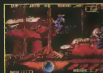
Take control of "8" real arcade ADULT SIZE 8 way joystick/4 Button Controllers, while your ears feast upon 15 TRACKS of motion picture STEREO sound. 7 tracks devoted to REAL VOICE speech allow you to listen in on "live" play by play action from the announcers in **BASEBALL STARS PROFESSIONAL**, or hear the actual blood curdling screams of war torn vets in **NAM-1975**. Countless worlds of imagination will absorb your entire soul as you're mesmerized by the 4 DIMENSIONAL GRAPHICS of 65,536 radiant COLORS in **MAGICIAN LORD**, **GHOST PILOTS** or **CROSSED SWORDS**.

NEO+GEO is the only video game machine in the world capable of processing 330 megs of sheer undaunted power. 2 PROCESSORS & 3 CUSTOM SINK PRO CHIPS work in heated parallel to RAM over 20 hit arcade titles into your living room **TOP PLAYERS GOLF**, **ALPHA MISSION II**, **THE SUPER SPY**, **LEAGUE BOWLING**, **NINJA COMBAT**, **KING OF THE MONSTERS**, and **BURNING FIGHT**, are only the beginning of an experience that delivers the ultimate in pure "Advanced Entertainment" satisfaction.

Experience NEO+GEO for yourself. You will then believe the unbelievable is here..

For more information or the name of your nearest NEO+GEO dealer call:

1-800-800-NEO+GEO Ext. 408



Magician Lord



Baseball Stars Professional



NAM-1975

NEO+GEO[®]

SNK

Home Entertainment, Inc.

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CIRCLE #114 ON READER SERVICE CARD.

LEMMINGS

Sunsoft/SuperNES

Take a bunch of mindless rodents, give them a bunch of tools for survival and what do you get? Lemmings! This cute game involves little rodents with green hair that can't survive without your help. You must protect the lemmings by leading them away from the danger end by using the icons at the bottom of the screen to have the lemmings perform different functions such as digging, building, climbing, and others. Having trouble? Just nuke them all!



Lead the lemmings through 126 levels of pure insanity! Don't let them fall through the floor or drown in the water! You need a specific percentage of lemmings to make it to their home or you won't be able to continue to the next level. Their survival depends on you!

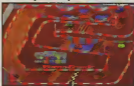
SUPER OFF ROAD

Tradewest/Super NES

Drive in one of the toughest races you will ever experience! Super Off Road will test your driving skills with some of the nastiest bad boys to ever drive a 4 x 4 truck. Wind through bumpy mud tracks in a road race to the finish. Collect Nitros to boost your power and put you ahead of your opponents. When you win a race you can increase your top speed, get better tires, buy more Nitros and many other parts so you can win the next race with ease. The more races you win, the more credits you get toward purchases that will increase the power of your truck. Try to get either first, second, or third place or you will not qualify for the next races. It's racing action at its best, so gear up for the long haul! Just like the great arcade version!



As you race, try to lap the other players. Use your Nitros wisely, as they can only be used once.



HotHotHot

SUPER SEGA SAVINGS



REAL DEALS

On Sega Genesis Game Cartridges

Get your in-store Real Deal coupons today and save up to \$7 on a super selection of Sega Genesis games. Save on an expanded list of Real Deals for the Holidays. Real Deal coupons available at all participating Software, Etc. stores (while supplies last). See stores for details.

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Now you can save \$10 on the Sega Genesis Game System. With full 16-bit color, every action-packed game comes to life! Get in on maximum fun. Use the coupon below today.

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SAVE \$10 WITH THIS COUPON

Take \$10 off the Sega Genesis (SKU-603-8255) Game System. Coupon required at time of purchase for discount. Photocopies not accepted. Limit one coupon per system, per customer. To validate, please complete:

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Offer valid 11/1/96 through 12/31/96 in while supplies last.

SOFTWARE ETC.

For the store nearest you call
1-800-328-4646

Have your zip code ready.
 Sorry no game tips or orders by phone.

SOFTWARE ETC.

PAPERBOY 2

Software Toolworks/Super NES

Paperboy is back and this time he has even more obstacles to deal with. These include haunted houses with gargoyles that shoot at you, forts that shoot cannons, baby carriages, tire rolling men, and plenty of other humorous displays. You can choose to be a paperboy or a papergirl. Deliver the papers to the people on your route and be a menace to the people who are non-subscribers. Get big points for throwing the papers in the mailboxes. You also get points for breaking windows and hitting people who get in your way. Make sure that you deliver papers to the subscribers on your route or you will take the risk of getting fired! Try not to crash too many times because that will also get you canned. Avoid your obstacles and make it through the week to advance to other streets.



Do you really want to hit that car? The guy underneath it wouldn't appreciate it very much!

Expect more challenges and more variety, with left and right sidewalks in this version. Go through a massive obstacle course in order to make your way through the neighborhood.



WORLD LEAGUE SOCCER

Software Toolworks/Super NES

He kicks and he scores! A soccer game has made its way on to the Super NES. Choose your team from the list of countries and then go at it with some of the best players you will ever come across. Watch your goalie as he dives for the ball and listen to the crowd roar as you cause a foul by tripping another player. Watch the map in the corner of your screen to see where the ball, players, and goals are so you can be sure to be on top of the ball at all times. Play exhibition games or go for the tournaments and play against the best of the best. Great challenge awaits you, so get your gear together and go for the goal!



Fouling the other team will give them the ball, so stay close to your opponents, but try not to trip them. Great overhead views put you in the middle of the action!



Masters of the Game™

Special Sweepstakes Edition

\$3.00

PLUS:
SMASH TV™
WOLVERINE™
SUPER WWF WRESTLEMANIA™
DOUBLE DRAGON III™
and more...

ALSO:
THE SIMPSONS™
BART VS. THE WORLD™

TROG!

ROGER CLEMENS™
NYP BASEBALL™

LJN'S ACTION SPECTACULAR

YOU CAN WIN...
HOME ENTERTAINMENT SYSTEM
TO WATCH
IMPROVED HOME CINEMA SPECIAL
...AND MORE AMAZING PRIZES
SEE DETAILS INSIDE

TERMINATOR 2™ :
JUDGMENT DAY



MASTERS OF THE GAME

MASTER THE GAMES!

Welcome, Game Masters, to a special one-pagelation of the hottest newsletter covering the latest action in the NES, Game Boy, and new Super NES have to offer, with special prizes of exciting game favorites that are destined to become classics! From the time traveling warfare of Terminator 2: Judgment Day to the colorful antics of Bart Simpson to great sports action on the court and on the diamond, Acclaim/LJM has something for everyone!

Be sure to check out the special previews of Acclaim's first 16 Bit Modulators for the new Super NES! Populous, Super Smash TV, and WWF Super WrestleMania! We're blown away by the incredible graphics, sounds, and game play this new machine possesses, and we're sure you'll be equally impressed with the arcade-quality graphics and action of our latest line-up of video game favorites!

Also be prepared for a slew of new game maps and special "Master Tips" that we guarantee to boost your scoring skills!

So, sit back, tear open the pages and let MASTERS OF THE GAME fill you with all the firepower you need to locate and defeat the hottest video games in the galaxy!



16-BIT
SUPER ACTION



EXCELLENT NES ADVENTURE!

That most triumphant time traveling duo are now ready for an adventure on both your NES and Game Boy video game systems!

Bill S. Preston, Esq. and Ted Theodore Logan are about to embark on their most excellent quest yet, courtesy of LJM! In this totally bodacious game, you're cast as the lead singers of the Wyld Stallyns on a whole new adventure through time!

Travel in your most cosmic of time warping phone booths to visit the greatest moments of history. Explore six different worlds of adventure to collect items and connect the clues from the most famous dudes in history like Joan of Arc and Napoleon. But be sure to get them back in time or the curtain will come down on the Wyld Stallyns! Most heinous!

Be a part of history and help save the world in this most excellent of RPG's for your NES! Excellent!

A MOST TRIUMPHANT GAME BOY JOURNEY!

Once again, the world as the future knows it is in great peril. The evil DeNomolos has created evil Bill and Ted robots and sent them back to get rid of the real Bill and Ted! In order to save the future and themselves, Bill and Ted must travel the circuits of time and gather the stolen time fragments. Along the way, our most excellent companions must avoid Billy the Kid, the Grim Reaper, the Executioner, and even Granny S. Preston Esquire! This quest will require more than just skill! You need brains to figure out some of the complex rooms! Party on, dudes!

An evil plan to destroy your future? Bogus!



ACCLAIM & LJM HALL OF FAME

| Game | Player | Score |
|------------------------|-----------------|-----------|
| Narc | Josh Fness | 2,021,150 |
| IronSword | Jeff Adams | 1,314,416 |
| Total Recall | Brian Stark | 999,810 |
| Bigfoot | Andrew Boltzodi | 61,160 |
| Lightning on the Loose | Jay Koster | Finished |

Send your comments and high score notices to MASTERS OF THE GAME P.O. Box 502E, Oyster Bay, NY 11771

THE ACCLAIM HOTLINE! Call 1-818-624-0300 for game assistance.

ACCLAIM & LJM - MASTERS OF THE GAME

PASS IT ON!

Don't head off all the excitement for yourself! Share it with a friend and give him a free issue of MASTERS OF THE GAME!

Friend's Name: _____ Age: _____
Address: _____
City/State/Zip: _____

Send to: Pass Please P.O. Box 502E Oyster Bay, NY 11771



The Masters of the Games are waiting to help you!

COUNSELOR'S CORNER

YOU CAN WIN!!

Check out page 86

You could win the Bill & Ted's Bogus Journey VHS home video!



EXCELLENT!!
You finished an area, and now you get to take a break and jam with the Wyld Stylins! Most triumphant!



Gippyup! Jump on the horse and try to stay until the end. You'll get a bonus!



This is the jail. Be sure to have plenty of keys or you'll get trapped here!



You can find the item you're looking for next to the rock near the river end.



Take a ride in the rapids! Jump in the canoe and get a bonus at the end.



MASTER TIP #784

If you're being chased, use the pudding. The natives will run for it and leave you alone!



Level 2-1: Gather the stars and avoid Billy the Kid stalking the area. He shoots some deadly bullets!



Walking on the conveyor belts isn't easy!



You'll lose your ground if you stand here too long.



TERMINATOR 2

JUDGMENT DAY

YOU'LL BE BACK!

It is the future and THEY have won. Now it's up to you to save mankind either on your NES or Game Boy systems.

Led by the computer cunning of Sky-Net, the Cyberdyne network of Terminators has spread across the world, laying waste to the planet and the people that opposed it. Only through the leadership of one brave rebel,

John Connor, will mankind become victorious in combat and topple the machines. As Sky-Net collapses, they send a new Terminator, a T-1000, made of liquid metal, back in time to eliminate a young John Connor before Sky-

Net computers are even invented. If the Terminator's succeed in stopping John Connor, in the present or the future, the machines will reign supreme.

Based on the blockbuster movie, Terminator 2™: Judgment Day® from LJN brings all of the incredible sights and sounds to your NES and puts you in control. Fighting against the robots in the future wasteland, you control the T-800 on its quest to stop the T-1000 and save John Connor. Combining state-of-the-art graphics with an intense array of weapons and action, Terminator 2: Judgment Day captures the excitement of the movie and lets you determine the future of mankind!

T2

BASED ON THE
BLOCKBUSTER MOVIE!



BEETLEJUICE



THE GHOST WITH THE MOST ON THE NES!

He's wild! He's crazy! He's dead! He's Beetlejuice™, the spookiest bio-exorcist this side of Saturn! He's also the star of one of LJN's hottest NES games. As Beetlejuice, scare your way through eight horrific levels, including the graveyard (it's so nice this time of year!)



It's a whip for the Recently Deceased...

Buy some to spook the rival!



Grab the key and order the locked door.



Battle it out with this slimy cavern creature.



Does this sandwich™ look hungry to you? Uh, uh!

YOU CAN WIN!!

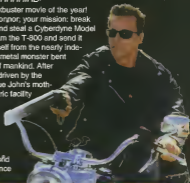
Check out page 16

An authentic Terminator 2 T-600 mask.



SAVE MANKIND!

Take control of the blockbuster movie of the year! Start the game as John Connor, your mission: break into the Cyberdyne labs and steal a Cyberdyne Model 800 Terminator. Reprogram the T-800 and send it back in time to save yourself from the nearly indestructible T-1000, a liquid metal monster bent on destroying the future of mankind. After saving John from a truck driven by the T-1000, you need to rescue John's mother, Sarah, from a psychiatric facility nearby. Then, when the gang's all together again, make plans to destroy the Cyberdyne research labs! With any luck, the Terminators will cease to exist, and the world will be safe for mankind once more!



SARAH CONNOR

She gives you class and tips along the way.



JOHN CONNOR

The T-800 must save him from death.



In order to pass the Skynet defenses, you need to destroy the shield power generators.

These generators must be destroyed in the correct order or the reactor core will undergo a

massive meltdown. Go from largest to smallest, as shown in the map above and below.



Of course, no maniacal entity would leave its facilities unguarded! The Skynet comput-

er has posted hundreds of Cyberdyne T-101 cyborgs to stop you from getting to the main

lab. Inside, you may find a T-600 and reprogram it to protect John Connor in the past. Good Luck!



Buy tons of skeleton scares at the first Shop (it's the easiest place to collect bugs) to defeat this pesky Deetle.



The kitchen has sprung to life! Banish the dastardly demons and clean up this mess!



Fix the pipes before the ghosts come rushing through! Flush them down the drain.

HORRIFIC GAME BOY HJINJ!

Follow the misadventures of Beetlejuice on the small screen as you attempt to rid your house of the evil entities that haunt it! Use scare techniques, beetles, and even turn the tides on a ghostly overflow! Solve puzzles and attempt games of chance to earn more points and extra turns. This is certainly the Game Boy Game with the Name to Fame!



TEST YOUR LUCK AND SKILL!

This ghostly haunting is causing the chaos to never! Dish out your own scares!



The laundry room is haunted, too! Take the clothes to the cleaners with your scares!



Catch the drops before they flood your home! Swave of the floating haunted drops!



ARCH RIVALS

SLAM! DUNK! PUNCH!

This is super sports action like you've never seen it before! Straight out of the arcade comes Arch Rivals, an all-out basketball filled with unique and exciting features! You're in control of the lay-ups, dunk shots, and other B-ball action in this fast-moving sports contest. The rules are familiar, but the fouls are gone as you fight your way to the basket. Merely! In addition to passing and shooting, you can punch or lunge your way past the opposition and across the court! Complete with great graphics and smooth animation, Arch Rivals is a true basketball!

MASTER TIP #613

To drop down your opponents shorts, hold down the B button and tap the A button!



ALL-STAR CAST!!



TYRONE
This guy really "stokes" the lane! Hard!



VINNE
Here's a real team player with skill!



MOOSE
Moose is the experienced shooter!



HAMMER
He can nail them from anywhere!



LEWIS
This dude is also known as Mr. Moves!



HOGHAWK
The mascot of the lurch! Look out!



REGGIE
Used to be the All-Star! All-Star!



BLADE
He has all the moves and all the ladies!



One winning tactic is to give the ball to your teammate, run off the screen to your basket, then have him pass to you for the score!



On the NES

WF WRESTLEMANIA

CHALLENGE

Climb into the ring with the likes of the Million Dollar Man, Big Boss Man, Ultimate Warrior, or even the immortal Hulk Hogan in this hard-hitting and action-packed game for your NES system! Master the moves, learn the special techniques, and pin your opponent in this highly detailed wrestling extravaganza!



HULK HOGAN



ULTIMATE WARRIOR



RANDY SAVAGE



ANDRE THE GIANT



BIG BOSS MAN



HACKBAR JIM SUGGAH



The action is in the middle of the ring and on the canvas!



Spring from the top rope to catch your enemy off guard.



Use a well executed body slam to weaken your opponent.



On the Game Boy

Pack up your gear and head on the go with WWF Superstars™! Take on the likes of Hulk Hogan, Ultimate Warrior, and Mr. Perfect! The Million Dollar Man will put in his two cents too in this marvelous wrestling bash with your favorite WWF stars!



These moves are devastating!



Get back in the ring fast!

YOU CAN WIN!

A special autographed Legion of Doom poster and your shoulder pads!



Listen to the pre-match victory speeches from both wrestlers!

ROGER CLEMENS' MVP BASEBALL



STRIKE OUT!!

With Roger Clemens' MVP Baseball, you're in control of every part of the game, from pitching to hitting to fielding! Using a revolutionary new graphics technique, Roger Clemens' MVP Baseball uses individual "over the shoulder fielding" and close-up plays instead of the handful of angles used by other so-called baseball simulations to provide the most realistic looking and playing sports game available on your NES! In fact, enjoy actual pointers from Roger Clemens himself! Plus, with all the subtle features of baseball intact - from bunting to stealing base - as well as one or two player options, LJN's latest addition to the line-up is a grand slam home run!



IT'S THE WIND-UP!



THE PITCH!! THE SWING!!



IT'S OUTTA HERE!!



HOME PLATE
The catcher must always be aware of the base runner in case of a steal or tag situation.

MASTER TIP #801

Fielding takes practice, but if you can learn to jump and slide, you'll be making the plays like the pros!



FIRST BASE
The first baseman generally sticks to the bag to retrieve the force out or line drives.



SECOND BASE
Since the second baseman floats between first and second, his position is important.



CLOSE UP PLAYS AT THE BASE
Control the slide and tag as you try to make that winning play.

THE STADIUM



WIDE OPEN LINES

No matter whether you smash a grand slam or bunt to first, the strategy remains the same: keep the ball away from your opponent! Try to use the wide open lanes shown in red as guides.

YOU CAN WIN!!

Check out page 88

An authentic Roger Clemens autographed baseball!



CHOOSE YOUR LINE UP
You have 26 excellent teams to choose from, each with a complete roster of players!



THE LATEST AND GREATEST CHAPTER IN THE DOUBLE DRAGON SERIES!!

In the third installment of the popular Double Dragon trilogy for you NES, Billy and Jimmy Lee must save the world in search of not only Master, but the mysterious and powerful Sacred Stones as well! Complete with great new graphics, moves, and actor Double Dragon III sends our martial arts heroes around the globe, featuring some of the most deadly opponents yet! Warlord Chin and Ranzou, beware, for you quest when needed and add to the selection of moves you can use against the enemy! All the replay and excitement of the first two games multiplied times three!



This new fighter does a sliding jump kick! Move up or down.

Jump kick the enemies approaching from the right!



The ally is an excellent place to practice the cycle kick.



Some of the fighters carry a Seik. Grab it to do real damage!



These gaso carry balls. Try using the same-sekrit.



The enemies know the double jump technique very well!



Get ready for a quick rid's up-stairs! The end boss is near!



Take on Chin in his home. He holds a grabber against you.



The first end boss is a sucker for a well-placed kick.

SOMER-ASSAULT
Do a flip and grab your opponent's hair for a devastating mid-air body throw!



DOUBLE JUMP KICK



MASTER TIP# 462

With two players, you and a friend can perform the ultimate martial arts maneuver! To do the double jump kick, jump into your partners' arms! To do a double cycle kick, just do a corner one together!

DOUBLE CYCLE KICK



DUNK!

Ever wanted to play your favorite basketball star? Now you can with All-Star Challenge for the Game Boy! Pick your pro and jump into head-to-head action!



MASTER TIP #469

Wait until the height of your jump to take your shot. You'll get the best shot!

Based on
the Arcade
Megahit!

SMASH TV™



DOUBLE FISTED



ACTION

Nintendo

AKIOM™

BIG MONEY! BIG PRIZES!

It's the blood and guts game show of the future - Smash TV! The NES version of the coin-op of the year, Smash TV displays more enemies and action on the screen at one time - with no flicker - than any other NES game on the market!

You're the contestant in this "survival of the fittest" competition against an awesome array of mutant monsters! With weapon in hand, you must conquer a succession of arenas filled with more enemies than you can count on your way to the final confrontation with the Big Bosses (and we do mean BIG). Along the way you collect power-up enhancements that will increase the destructive ability of your weapons as well as special prizes like new cars, toasters, gold bars, and cold, hard, cash!

So enter the world of Smash TV! We guarantee you'll love it - if you get out alive!



HUGE BOSSES!

NAME: Mutoid Man

MODEL: Hyperdyne 211

WEIGHT: 72 tons

WEAK POINT: Use all of your resources on his soft belly.



Here's where it begins.



The first room will test your abilities as a Smash TV Warrior. You should avoid doom easily.



Grab the weapons for solid protection.



Grab the treasure to increase your winnings! A living warrior is a rich one!



The Total Carnage room sends hundreds of enemies at you! You can't even breathe in these close quarters.

YOU CAN WIN!

Check out page 58

The official
Smash TV
Hammer!



Follow multiple paths along your journey to Mutoid Man!

Suicidal bomb
dukes come out in
droves! Watch for
flying debris.



Mutoid Man has been
reeling! Grab the
weapons early.



The tanks are easier to
destroy with a hyper
cannon gun.



In the TV studio, your
prizes will be tabulat-
ed and tallied.



BIG-TIME KICKS ON GAME BOY

Now you can take all the adventure of the Double Dragon™ series with you in this incredible Game Boy sequel! With fantastic graphics and game play throughout, Double Dragon II: The Revenge™ follows the continuing confrontations of Billy and Jimmy Lee.

After defeating the Black Shadow Warriors, Billy and Jimmy Lee joined the dojo of the Scorpions. Their sensei, Gordon, took them under his wing and made them instructors of their elite fighting machine. After the jealous Scorpion, Anderson, eliminated another instructor, he blamed the brothers. Now, you must help Billy and Jimmy Lee discover the truth behind the betrayal. You must overcome a seemingly endless variety of enemy agents as you press towards the final fight with your rivals. Fantastic animation and scrolling for the Game Boy and solid punch-em-up action combine to make Double Dragon II one of the best games available for the Game Boy system!



The boss at the end of this level is simple enough with a few well-placed kicks.



This boss packs a knife, but you can overcome the odds with an uppercut.



MASTER TIP #015

The enemies are more vulnerable when they are down! To make your fights short and sweet, perform the body smash when they are stretched out on the floor! In most cases, the enemy will be wiped out.



Knock him down, then jump on him for a wicked body smash attack!



Back in the alleys of a new suburb, you come closer to the truth than you expect. Keep moving!

You suspect the trouble originated at the dojo, so you must fight your way there quickly.



You're almost to the dojo! Get ready!



The bosses return to defend the dojo!



This boss will crush you under his weight!



YOU CAN WIN!!

Check out page 16!

A MACHO martial arts package!



PREPARE TO BE PUNISHED!

You are Frank Castle, a.k.a. the Punisher™! Your family was wiped out by drug lords, and you've dedicated your life to getting revenge -- Punisher style! The worst of them all, Jigsaw, has started a huge drug operation that affects even young children at the local mall. Bring down your own brand of justice with the help of your friendly neighborhood Spider-Man! It's time to show those drug pushers who's really the boss!

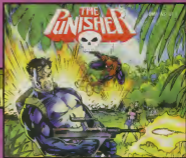


Blaze out the windows and doors to find the secret power up!

Watch out for the sniper hiding on the escalator. He's deadly.

Right before the end, you can find the secret 1-up hidden there.

Take on the gang leaders with the help of your pal Spideeman!



MASTER TIP #896

Shoot everything in sight! 1-ups are hidden everywhere!

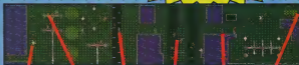


Clean up the town with two of the best heroes in the business!



MUTANT MAYHEM!

As Wolverine™, a hot-tempered member of the mutant band of heroes, the X-Men, your mission is to infiltrate the fortresses of Magneto, the most dangerous mutant to stalk the Earth! Sabretooth, a fierce mutant menace, is waiting to rip you into shreds! Use your indestructible adamantium claws to return the favor and destroy the plans of Magneto once and for all.



These robots phase in and out. They can shoot.

This tasty hamburger will cure some of your wounds.

This robot is hard to destroy. Jump over it to the ledge.

This flying duo will cause you nothing but problems.

As strong as an ox, these gunners drain your energy quickly!

Take the top road to reach the hidden 1-up in the corner.



above the ground. Try to build your berserker power!



LEVEL 2

Fly through the air with the greatest of ease high

YOU CAN WIN!!

A collector's edition X-Men novel auto-graphed by Tom DeFalco!



16 BIT

SUPERIOR GRAPHICS SUPERIOR SOUND SUPERIOR ACTION



Provide the guiding hand over the land in this popular simulation that puts you in charge over the destiny of a computer-generated society! Control the weather, food, and supplies to foster goodwill and spread harmony throughout the regions you control. Be careful, however, for an evil force that possesses the same powers as you will try to undo your utopian societies and bring chaos down upon your people. Only with strategic planning can you overcome this force and succeed in bringing happiness to each of the game's 800-plus worlds, even the crazy video world. With fantastic 16-bit scrolling graphics and enough play to challenge even the most advanced gamers, Populous is an excellent addition to the Acclaim library of supercharged 16-bit titles!



The Knight is a destructive force all on his own!



Try this trick to raise land quickly or you won't prosper.



Castles are powerful strongholds that protect your people!



Earthquakes are great for destroying castles!

MASTER TIP #326

To raise land quickly, find water. Then, raise the land twice. Next, lower the land once. You have now created a rather large chunk of inhabitable land in only three turns! Try the opposite to lower mountains!



Merging the fast-moving shooting action of the arcade with 16-bit graphics that duplicates the concept, Acclaim's new Super NES version of Smash TV has got it all! As the main contestant in a mad match up of game show and blast-a-thon, you must use your futuristic weapons and your

TOTAL CARNAGE!



wits to overcome multiple levels filled with vicious creatures. Work your way through these catacombs to reach the enormous bosses that lay waiting to confront you at the conclusion of each level! Pick up some prize money and merchandise along the way and cash in when the boss is delisted. Acclaim's 16-bit version of Smash TV comes complete with everything found in the arcade super hit! Incredible graphics, fantastic sounds and play mechanics that are so intense, you may start looking for a place to put the quarters!

I LOVE IT!



I'LL BUY THAT FOR A DOLLAR!



Challenge tons of hair-raising levels on your way to becoming the best Smash TV contestant ever! Victory!



The cyborgs just keep piling on! With a friend's help, you may just make to the ultimate boss - the M.C!



GOOD LUCK... YOU'LL NEED IT!

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

**SPECIAL
SNEAK
PREVIEW!**

BART TAKES THE SUPER NES!

Take a quick look everybody! Your favorite cartoon character is on his way to the Super NES. With hits on the NES and Game Boy systems, A 16-bit adventure couldn't be far away! Take on Bart's worst foes with the help of his best friends! Charged with awesome graphics and spectacular sound that only the Super NES could deliver, 16-bit Bart action never looked so good!



GREAT GRAPHICS

Action even filters outside of the ring! Take your opponent to where he's least effective!



Get ready for some real pounding! Here comes Jake the Snake Roberts!



SUPER WWF WRESTMANIA

READY FOR THE BEST WRESTLING ACTION AROUND?

Here comes a wastefest of monstrous proportions! Take on the wrestling warriors in the largest body bashing free for all ever to hit the Super NES screen. Perform the same outrageous, acrobatic moves of all your favorite WWF stars and come out on top! Throw your opponent out of the ring in Super WWF Wrestlingmania! Be the last man standing in the ring, and you'll receive the coveted Championship Belt. Never before have the WWF stars looked so real! They're bigger, badder, and tougher than ever before. You're in command of power slams that rock the arena, clotheslines that sting, and suplexes that flatten your foe into submission.





GANG WAY, MAN, BART'S ON YOUR NES!!

Talk about trouble! Our hero, Bart Simpson, was leisurely walking down a street in Springfield when he overheard some strange voices. Looking over a fence, Bart put on his trusty X-ray glasses and saw aliens planning to take over the Earth! Without his glasses, they looked like normal human



beings. It's up to you to guide Bart in his quest to stop the invading aliens from building their ultimate doomsday weapon! No way, man!

MASTER TIP # 087

Stand in front of the movie theater when the timer reaches either 400 or 200 and a purple Boy Scout will appear!



After you call Moe, he will come after you. He has a purple shirt...



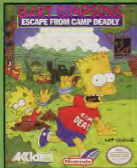
Grab hidden coins throughout the level in bushes. You can buy things with them.



You can get rid of purple objects in other ways than painting them. Try different ways!



You can't paint the awning, but you can wash off the wet paint. Get a wrench...



YIKES! THERE'S MORE BART ON THE GAME BOY!

Oh no! Bart and Lisa are trapped in the dreaded Camp Deadly! Ironfist Burns will be happy to make them stay a very long one! Help Bart and Lisa escape the clutches of this evil dictator-type dude. Have food fights, climb trees, play capture the flag (against the whole camp), and take on the camp bully! The entire camp (except Lisa) is after you, so take 'em on and cowabunga, dude!



Lisa has a present for you. Use them sparingly.



Grab the flags and make for the first boss!

Only the bee salt will protect you from bees.



Watch out for the three-eyed ball!



GREAT HEAD-TO-HEAD ACTION!

Leaping its way from the arcades and into your home on the NES is Trog, the prehistoric cave-man-crunching maze game! You control Spike and Bloop, two dinosaurs who must maneuver through an island maze filled with eggs, obstacles and Trogs who are looking for roasted dino! It's your job to avoid the dangers, like tar pits and holes, as well as the Trogs, to gather all the eggs and eat the island meat! Grab a pineapple and the tables are turned as your friend little dinosaur becomes a monstrous, man-eating Tyrannosaurus for some tasty Trog tidbits and a higher score! Explore 51 Trog-infested levels, and watch as Trog learns new ways to catch his meal - you! Other power-ups and secret maps stand out this easy-to-learn but highly addictive video game hit!



MASTER TIP #753

The key to getting a huge score lies in grabbing the pineapple every time it appears!



Transform and eat, eat, eat!!



Now your score is blossoming!



DIAMOND MINE!
MOVE FAST! The points really add up quick!



BARBEQUE!
Scorch those pesky Trogs to dust!



BURP!
You got eaten! Next time, punch him first!

BART VS. THE WORLD

BART IS BACK!

Bart has won his family a trip around the world by drawing a rather homely picture of Homer's boss, Mr. Burns. In revenge, Burns sends his own family members around the world to destroy the Simpsons! Travel around the world collecting pieces of art, Krusty the Clown icons and most of all, avoiding the misiduous Burns family! It's up to Bart to save the Simpsons once again!



The first boss is only vulnerable when he lets down his fan shield.

In the ice caverns, you can find Marge Simpson. She'll help you.



Okay, Bartman! Take on the third level!



Journey down the Great Wall of China on your skateboard!



Mr. Burns plots his next plan against the Simpsons! Go Bart!



Solve puzzles, play trinket pasout, and test your skills along the way!

YOU CAN WIN!

A six foot statue of Bart Simpson!



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CIRCLE #133 ON READER SERVICE CARD

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THE ROCKETEER

IGS/Super NES

From the silver screen to the small screen and to your Super NES, the Rocketeer is coming! Play the role of the Rocketeer in this game of action and

suspense as you fly against airplanes, have a shooting match in a hangar, avoid men with parachutes, and much more. Your girlfriend is depending on you.



MOTOR CITY PATROL

Matchbox/Nintendo

Crime is growing in the city. Hardened and dangerous criminals are running rampant. Robbers and speeders are all over the city and it seems like nothing will stop them from breaking the law. It's time to call in the Motor City Patrol. Get in your squad car and hit the streets because you have got a quota to meet. Stop the speeders from causing havoc all over the city. Pull them over and get points to meet your quota. The criminals are driving red cars, so be sure to turn on your siren and pull them over before they escape the city. The more criminals that escape, the more demerits you will get and the more chance you have of getting fired!



Patrol the city and search for lawbreakers. Each day you will have a quota that you will have to meet. If you catch a large number of criminals, you will get credits that will allow you to make enhancements to your police car.

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The peaceful kingdom of Bejing has fallen into the hands of the dark sorcerer, Zebbaong. The people cry in despair and cringe in fear of Zebbaong's foul forces. However, a valiant hero has been summoned by Bejing's protector, the Dragon Spirit, to do battle with Zebbaong and his armies. This mighty warrior, with the ability to change into a dragon and battle the enemy forces from the air, must overcome the wicked warlock and his horrendous hordes and bring peace once again to this oppressed land. The journey is fraught with peril...the path packed with danger. Only a warrior of uncommon bravery and resourcefulness will overcome Zebbaong and his foul minions. Only one, such as...the Dragon Fighter!



FILMATION PRESENTS AN ALL NEW SNOW WHITE ADVENTURE!!

The classic fairy tale is back...with all new enchantment and a new twist! Snow White's beloved prince has been captured by the evil Lord Maliss, the evil brother of Snow White's equally evil stepmother, the wicked queen. Helping Snow White rescue the prince are the magical Seven Dwarfs...the former cousins of the original Seven Dwarfs. Guide Snow White along her perilous journey through Lord Maliss' sinister kingdom to save the prince as he once saved her. Turn about is far play...and FUN play!

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Plays roughie through the high seas in the red-hot name brand, Fish Dude™, for the Nintendo Game Boy. The object is to eat as many little fish as possible so Fish Dude can grow big enough to fight off his hungry enemies. Big fish, sea urchins and a deadly jelly are all after him. Lucky Fish Dude has some cool pals, like Octo Dude, to help him out of some sticky situations. Fish Dude is proven SOFEL design power. It's the land of games and sports worlds of customers into a feeding frenzy!



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BUCKY O'HARE

Konami/Nintendo

Bucky's crew is captured by the Toad menace! You must explore four different planets to locate and free your comrades from the mutant thugs holding

them hostage! Run, jump and shoot through challenging obstacles and use your super jump to get past any tight situations.



NIGHTSHADE

Ultra/Nintendo

Crime is taking over the city! The local hero, Vortex, was captured and slain and now the very concept of law and order has disappeared in the chaos. Metro City is under siege from the various crime bosses fighting for control and without the help of Vortex, the grand metropolis will fall to the torrent of crime. During these dark hours another guardian of good must be found to replace this void. It is time for Nightshade.

Help Nightshade travel through the different parts of the city as you act upon the vow made to protect the innocent. Locate the cruel overlord of the underworld, Sutekh, and destroy his minions, while grabbing up the various power-up items that appear during your quest. Combining action and adventure, Nightshade challenges you to test of wits as well as reflexes as you set out to uncover the mysteries behind Sutekh's strange powers.



Choose from a smashing assortment of socks and belts.



Streets of Rage™

Here's a street fighting game that'll knock your socks off. New, Streets of Rage from Sega Genesis™. You get a total of 40 individually controllable attack moves. Upper cuts. Head butts. Flying double knee attacks. Neck grabs. Jumping pile drivers.

You'll need every one of them, too, to clean up these streets. This neighborhood's crawling with punks, mug-

gers and urban riff-raff. You and a buddy, fighting side by side, take on up to eight of these toughs at once.

Go at 'em with everything you've got. Pipes. Bottles. Knives. Dish out justice however you see fit. Remember, you're the good guys. But watch your back.

These goons

SEGA
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are even more ruthless than you are. Gangs of 'em come at you from everywhere... and keep on coming.

So if you want to clean up the streets, don't just sit there. Do something. Get Streets of Rage from Sega Genesis.



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Lucasfilm/Nintendo

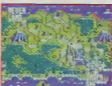
Take part in the action as you become a super hero trying to stop massive amounts of robots from taking over the city. Choose from a number of super heroes ranging from Jet Headstrong to Radium Dog in the quest to stop the evil Dr. Mayhem. Choose your characters wisely and try not to get captured.



HOOK

Sony Imagesoft/Nintendo

Play the role of Peter Pan in this Nintendo game based on the movie of the same name. Fight in duels with Captain Hook's henchmen and follow the map of NeverLand to stop the treacherous Hook from learning of it's secrets. Battle with Hook himself and declare NeverLand safe again. But be careful, as Captain Hook has some of his own tricks up his sleeve. You might end up walking the plank!



ROBOCOP 2™

He's Back To Protect The Innocent.

This sizzling sequel brings back "The Future of Law Enforcement" to face his greatest challenge ever! ROBOCOP returns to rid the lawless streets of Detroit of the deadly new chemical, "Nuke." In 15 sizzling levels, you'll have the firepower of an entire army battalion — which you're going to need, because when OCP unleashes Cain, it's a final struggle of robo-power versus robo-power.



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The name of the game

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CIRCLE #192 ON READER SERVICE CARD

TROUBLE SHOOTER

Vic Tokal/Genesis

It seems that horizontal shooters now come a dime a dozen, but here is one with a noticeable twist. Two teenage girls



are on a mission. Hired to rid the world of an evil robotic force, the two set out on their journey. You control both of the girls at the same time. One can turn and fire behind you to avoid those backstabbers. Great action!

17 20 132 01 20033 00000000 0000



*What a twist!
The other girl
can turn
around and
shoot behind you
as a defense mechanism!*

ROBOCOD

Electronic Arts/Genesis

It's a fish, not it's a robot! Wrong again. It's Robocod, the sequel to James Pond! James has a few new tricks up his sleeve, not to mention new looks.



He now has a suit that can make him stretch to nearly unlimited heights! Jump on your enemies and put them out of commission. This is one crazy platform game that has dazzling graphics and

hilarious game play. Gain invincibility, wings and a number of power-ups.



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RESCUE THE HOSTAGES REWARD!

CIRCLE #214 ON READER SERVICE CARD

ART ALIVE Sega/Genesis

Bring out the artist in yourself with this graphic paint program for the Genesis. Use a variety of tools such as the pencil and the spray paint can. You can even import graphics that are already saved on the cartridge to help give your pictures the look that you want. Choose the background that best suits your taste and then go wild with the colors. It's all up to you!



GROWL Taito/Genesis

Here is another fighting game exclusively for the Genesis. You must stop poachers from killing off all of the animals. Use your super punches and kicks to deal with deadly enemies. Pick up whips, machine guns, grenades, swords and more as you fight and free animals along the way. Massive action awaits you!



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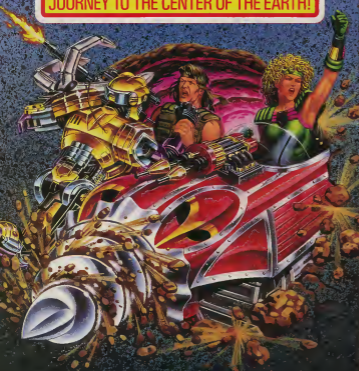
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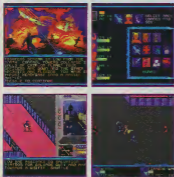
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BUCK ROGERS Electronic Arts/Genesis

It is time for us to jump forward a few centuries and join Buck Rogers and his crew to fight in this new role playing game based on the popular hero. Choose your players' attributes, race, skills and more as you prepare your quest to fight fierce monsters in battles to the finish.



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Long before there was a Baitrack, there was a Chalk Rock.

But Chalk Rock hasn't been the same since his long time rival in love, the evil Gary Gritter kidnaped his wife, the lovable Gophelo.

Kick, throw rocks and belly-buff your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chalk in his quest to rescue Gophelo from the evil Gary Gritter.

In addition to some good old fashioned brain force on a host of maze-type critics, you'll have in store a little Challenge as you work to solve puzzles as you weave your way through five challenging levels including a scary cave, an ice Age, a hazardous water world and even a dinosaur graveyard.

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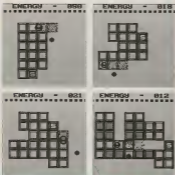
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THE PYRAMIDS OF RA

Matchbox/GameBoy

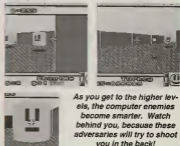
Puzzle gamers, here is your game. You must guide your jumping ball over a maze of squares and make it safely to the goal. Don't jump off or you will fall to your death. Make sure you touch all of the squares or you can't make it to the goal.



FACEBALL 2000

Bullet-Proof Software/GameBoy

Set in a three dimensional, first person perspective maze world, you are a sphere in search of a way out! Play against the machine or get three other friends and link up to make the best multiplayer GameBoy game made! Besides looking for the exit, search out the other player's spheres and shoot them. Watch out, as they are doing the same. Choose the Cyberscape option or go for the real challenge in the Arena.



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 Screenshot (Game) 2M
OCTOBER
 Devil's Crash (Pbnd)
 F.I. (Act) 5PG2 2M
 Wonderboy 5 (Act)
 Bear: Wozon (Png) 2M
 Kotaku (Act)
NOVEMBER
 Rolling Thunder II (Act) 2M
 Colosse: 51 (Act) 2M
 Fighting Madras (Png)
 Groul (Act)
 Musou (Act)

DECEMBER
 Tessa
 Task Force Hammer (2)
 Double Dragon (Act)
DECEMBER
 F.I. Grand Prix (2v) 2M
 Golden Age 2 (Act)
 Woodstock: Turkey Hooper Bands (Adv.) CD
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 Arise: Odyssey (Act) 2PG2 2M
 Rarden (2) 1.8M
 Thunder Fox (Act) 1.8M
 Deoap: Attack (Act)
 Ms. Pacman (Act)
OCTOBER
 Fatal Reviend (Act)
 Mike Ditko Football (2)
 Squad Challenge (2v)
 Dark Castle
 Vrapo: Trol (2) 1.8M
 Road Toth (2v) (Png)
 Star Night (2v)
 M.E. D.C. 3 (Act) 1.8M
 Tashim & Sofi (Act) 1PG2
 Slaughter: Boat (2)
NOVEMBER & BEYOND
 PE Fighter (2) 1.8M
 Quack Shot (Act)
 Wizard of Marston (2)
 1933 (2v)

POPEYE (Act)
 Joe Montana (2v) 12M
 Death Dust (2v) 1.8M
 Dinosaur (Pbnd)
 Earl Weaver Baseball (2v)
 J.V. Wrestling (2v)
 Shadow of the Beast (Act)
 The Immortal (2PG2)
 Sheets of Rage (Act)
 El Viento (Act) 2M
 Groul (Act)



Alghit! Ninja Golden And Lots Of New Games! You'll Be Up All Night!

OCTOBER
 Full & Puffin
 Ninja Golden
 Gokugo 91
 Frogger
 Ace Gattler
NOVEMBER
 Yuki's Game Heaven

NOVEMBER
 Akel
 Akel
 Berlin: Wolf
DECEMBER
 Donald Duck
 Spica: Homer
 Alien Syndrome
 Ty

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Coming On Strong! 20/20, Cross Sword, Eightman, Just What The Doctor Ordered!

OCTOBER
 Chose Heart
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 Eightman
 Fald: Fox
 Magic: Wand
AVAILABLE NOW
 Alpha: Meron
 Ghost: Fish
 Blue: Justice
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Singoku
 League: Bowling
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 Ninja: Control
 Man: 75
 Magic: Lord
 Baseball: Stars

COMING DIS YEAR
 Football & Hockey

Watch For Your Mega Drive! 2v 1.8M



Yeah! The Powerful Portable Finally Has The Games!

SEPTEMBER
 Turbo: Sals
 Checkered: Fog
 Shado
 Scarycat: Dog
OCTOBER
 Head: Doves
 Posing: Thunder
 S&S: Toot

NOVEMBER
 Men: Child
NOVEMBER
 Awesoms: Gold
 Blood & Sals
 Hockey
 Stun: Runner
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Lots Of Games, But Try To Control Yourself!



Watch For Your Mega Drive! 2v 1.8M

Sheet Me To DE BARGE! What An Ad!



TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

SUPER R-TYPE

(Irem/Super NES)

Weapon Select & Full Power-Up - With this awesome trick you can fully power-up the weapon of your choice complete with droid and two bits! Begin this trick at the title screen by pressing DOWN, R, RIGHT, DOWN, RIGHT, RIGHT, DOWN, RIGHT, DOWN, DOWN. You will hear a noise like the start chime, then press START to begin the game. After the game has started, pause it, and hit

R, RIGHT, DOWN, Y, DOWN, RIGHT, DOWN, LEFT, RIGHT, DOWN, RIGHT, RIGHT, and then press the buttons for the laser & missile of your choice. You **MUST** select a laser **FIRST, AND THEN** a missile. After you have done this, pause and take out the enemy! You can use this trick with every new life! (You can also use this trick with the level select printed in EGM #28.)



TOEJAM AND EARL

(Sega/Genesis)

Hidden Level - In Toejam and Earl, it is possible to get to an island with pretty hula girls inviting you in for a hot bath, and a lemonade stand to provide you with an extra life! To do it, get to the bottom, left of the island, activate either the Icarus Wings, or the Inner Tube to get over the water. Then go through (or over) the water and you'll find a hidden island. Fall through the hole in the center of the island, and you'll be in the Hidden level.



Here is the power-up island.
This will help you on your quest.

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It's 1999. A terrorist group called **DAGGER** is holding the entire planet hostage, under threat of using nuclear bombs to destroy the world's great cities. Your elite Special Forces air unit,

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SUPER R-TYPE

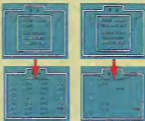
(Nintendo/Super NES)

Fade The Music - On Super R-Type, if you go into the sound test, you can get professional access to the game sounds for music recordings! After you activate your music, hit the RIGHT button. This will make the music fade out. Each time you hit the button, the faster the music will fade.

John Catalano
Chicago Ridge IL



Zip past the multiple levels of Marvel Land with this trick!



MARVEL LAND

(Sega/Genesis)

Stage Select - To blow your way through the multiple levels of Marvel Land, try these secret codes! When in Normal Mode, simply enter the password screen and use the code ARDE. If you want to play in the Digest Mode you should input the code GIL AND KI. Once this is done you will be transported to a level select screen where you are offered the round of your choice!

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SUPER MARIO WORLD

(Nintendo/Super NES)

Change The Music - It is possible to change the music when you reach the "SPECIAL" screen show above! To do this you must first get to the special screen and, instead of going into a world, simply let the music play out. After waiting for a few minutes, you'll notice that the tune changes! See if you can guess what familiar music that starts playing on the SPECIAL screen.

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Adol, the hero of Ys, has returned for his greatest challenge!

With his traveling companion, the ex-thief, Dogi, they set out to destroy an evil force that has entered the Kenal Region. Dogi's hometown of Sarina lies in the heart of the invaded realm and the Wanderers are ready for action!

Join them as they battle the forces of darkness in lands filled with mystery and menace. Go from the top of a blizzard swept peak to the core of a volcanic dungeon. Arm yourself with a variety of magical weapons and potions to conquer the wicked army of the night. Unlock the secrets of a corrupt empire while uncovering clues to the identity of the malevolent force that is guiding the evil warriors of the Dark World.



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SIM-CITY

(Nintendo/Super NES)

999999



Start off with a fresh new game.



Next, pick out your land for expansion.



Start laying down all those fire and police stations and railroad tracks.

Start with \$ 999,999 in your account - SIM CITY might be a very rough game for first-timers but we've just discovered a super-financial income boost! To do this, you must first start off your city by using up all of the money in your account. In doing this you can only build fire houses and police departments. To spend the remaining small amount of your money, build a few railroad tracks. If a few dollars still remain, remove a few of the railroad tracks. Your account must be exactly \$ 0. Next, wait until the end of December when you get your tax info screen. Don't do anything! Press and keep holding down the L or R button then exit and go to the game screen. With the L or R button still pressed, again, re-enter the Tax Info screen, and now adjust your transportation, police, and fire department funding levels to 100%. Now, exit the info screen and then simply let go of the left button. Wait a few seconds and you will then have an account of \$999,999.00 dollars. If you don't like all the fire and police stations just bring in the bulldozer! With all this excess cash at your disposal, you can now build that ultra-high tech Megalopolis!



After you let go of the LEFT button - WHOAH!



Before you let go of the LEFT button...



Hang loose until December comes with your tax report.



While holding the LEFT button exit the tax report screen and then reenter it.



Change all the payroll to 100%, then exit.

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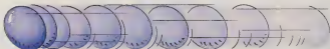
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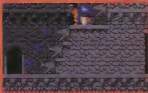
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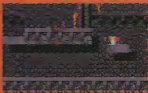
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HERE ARE THE CODES & TIPS TO GUIDE YOU THROUGH 10 MASSIVE LEVELS OF FINGER SMASHING ACTION!



In Stage 2, to rescue the fourth fairy, trade the boots for the key then go to the right, open the door and jump over the bees to get the fairy.



In Stage 6, it seems like the fairy can't be rescued, but if you simply touch the left chain from the outside you will set the fairy free.



In Stage 7, to rescue the second fairy, touch the left chain from the outside to get the key, then fall off the ledge and hold the pad to the right to open the the door.

EXTRA LIVES!



Pause and press A, A, A, A, C, C, B, B, B, C, A, to get an extra supply of lives anytime during the game.

LEVEL SELECT!



Pause and press C, B, B, B, A, A, A, A, C, C, A, A, A, A, to instantly advance to the next level.

MORE TIME!



Pause and press B, A, A, A, C, UP, UP, UP, A, A, A, to reset the time whenever it's about to run out.

For Your information: In Stage 4, rescue the first fairy then go to the right, pick up the boots, jump on the statue then jump to the left and you will be able to stay off of the screen for a few seconds.

A RACE RUMBLE AGAINST THE MOST VICIOUS BIKERS



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When you kiss the pavement, run back to your bike and get back into the race (unless the cops nab you first).



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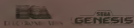


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CIRCLE #111 ON READER SERVICE CARD



BEHIND THE SCREENS AT SEGA OF JAPAN

"THE MAKING OF MEGA-CD GAMES" - PART 2

The Sega Mega CD-ROM is perhaps the most technically advanced system to come out in years. Although it was formally introduced in June, there still is a lot of mystery surrounding this phenomenal peripheral, its capabilities and the software that will be coming out for it. To get the whole story, EGM has contacted the developers and programmers at Micronet - one of Sega's Mega CD licensees.

Last month we interviewed the developers and programmers at Micronet - one of Sega's Mega CD licensees.

This month it's the main person at Sega of Japan who was instrumental in the actual development of the Mega CD-ROM.

And look for the third in the series, coming in the February issue, - an interview with the people at Sega of America who will be responsible for the systems that you and I will play!

SEGA OF JAPAN

While in Tokyo, the editors of EGM



Mr. Tomio Takami, Manager, Consumer Products Research and Development Labs, and a preproduction sample of the Mega CD-ROM.



contacted Sega of Japan hoping to be able to ask a few questions about their new CD-ROM. As luck would have it, we not only were able to get our questions answered, but we also were



The recordable CD's Sega uses to make masters of its Mega CD-ROM games.

allowed to have an exclusive interview with the key person - Mr. Tomio Takami, responsible for the creation and development of the Mega CD-ROM. In addition, Sega of Japan granted us a sneak peek at what is going on in the main Research and Development lab at Sega!

MEGA CD-ROM

Mr. Takami states that work first began on the Mega CD-ROM almost two years ago. At that time the goal was to produce a unit that was equal in performance to the PC Engine CD-ROM and sell for

about 20,000 ¥ (\$150). Price was to be a major factor and, also, since the PC Engine CD-ROM had only 0.5 Megabit of memory, a Sega CD-ROM with 1 Megabit could be produced at that price. However, after learning more about the PC Engine CD-ROM



After the intro screen the CD-ROM switches to the main menu where you can play the CD games or access the audio CD controls.

The Sega engineers noticed that there were faults with that system.

Access time was quite slow and because the internal memory was small, the CD-ROM had to load in more data about every minute. This was a problem that had to be fixed in Sega's unit.

The second improvement that



Turn on the Mega CD-ROM and it's new logo scales, rotates, twists and zooms around the screen.

(Continued on page 122)



THIS IS

The image features a repeating pattern of stylized human faces, each rendered in a different color (purple, red, pink, magenta) and surrounded by a burst of radiating lines, resembling fireworks or a starburst effect. The faces are positioned at various angles and sizes across the page. The central text is a large, bold, black sans-serif font.

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everything your
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system was meant
to be.*



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IS IS STAR CONTROL." The first 12
gabit game. In a word *GamePro* calls it
tastic." *Game Players* says "Even more
ressive than the size of the game, though,
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placing you as the
ultimate starship
warrior—fighting in
a galactic war of
epic proportions.



Explosive combat in the 27th century.



WHOLE NEW

IS IS HARDBALL!" The first eight
gabit baseball game. The best selling base-
simulation of all-time. *Mega Play* calls it
phenomenal baseball game for the Genesis.
fers everything you could ask for in a
eball game and more. Superb graphics."



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control of 26 big league
rosters in an action-
packed quest for a
World Series ring.





The full metal dode with an attitude

THIS IS TURRICAN.

The most destructive force since RoboCop™ and Terminator.™ In your Chromidium armor,

you challenge evil with the most devastating arsenal of firepower in the galaxy. *Mega Play* calls it “the ultimate action game for Genesis. There’s a huge variety of weapons and techniques you must master to beat this challenging and great playing cart...I love this game!”

WAY TO



Do battle in 256 medieval locations

THIS IS ONSLAUGHT.™

An enormous universe of magic and might. *Electronic Gaming Monthly* calls it “beautifully

detailed.” *High End* says that “there is so much action being thrown at you at one time, that it makes the name of the game highly appropriate.” You are cast in a barbaric struggle across a medieval wasteland. A bloodthirsty rabble has ravaged your kingdom. Now you must reclaim it.

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No other football game can touch it.

CIRCLE #201 ON READER SERVICE CARD

Sega wanted to make was to add hardware scaling and rotation as this was a desirable function found on their arcade games but lacking on their Mega Drive. This would involve adding another chip and also increase the cost of production. Still, it was a feature that had to go in in order to keep their system as technologically advanced as possible.

However, even with another chip set to do the massive amounts of extra scaling and rotation calculations, the main Mega Drive CPU was slowing down. This led to the addition of a separate CPU in the CD-ROM to allow the combo unit to do two things at once. Since they had to add another processor, Sega opted for a new state-of-the-art 68000 chip that would run at a speedy 12.5 MHz.

With the unit nearing completion, Sega learned that NEC/Hudson was working on a memory upgrade to their CD-ROM. Hearing that the new memory was to be in the 2 to 4 Megabit range for the PC Engine upgrade, Sega decided to increase theirs to 6 megabit.

With all the changes, it was no surprise that the price was far from the original \$150. Now it was closer to \$370. After doing some market research Sega learned that while the game players considered \$370 to be a lot of money, the majority of the serious players would still buy the CD-ROM because of the added features.

MEGA-CD SOFTWARE

No matter how technologically advanced a system may be, without good software to back it up, the



Sega's first CD-ROM game: Woodstock - Funky Horror Band, is a quest/RPG game.

system will not sell. This is especially important in Sega's case Mr. Takami states, because of the high price of the new system. Unfortu-



Sega's second title, another RPG, will be 3 x 3 Eyes.

nately, because the system is coming out so soon, the game developers and programmers haven't had sufficient time to learn the new system. Fortunately RPG's are the most popular games in Japan and they do not require a lot of special effects to make a good game. The main problem is time, as CD software requires considerably more effort than a normal cartridge based game. Mr. Takami states that Sega's third RPG title - Dark Wizard has an in-house staff of 10 people not including the animators, voice actors and musicians. Even then, it will take 1 1/2 years to do the game. In contrast, Phantasy Star 3 took a smaller staff only 10 months to finish.

Besides Sega there are about 40 companies which have signed up to do Mega CD-ROM software. These include Namco, Taito, Sunsoft, Game Arts, Treco, JVC and Koei. Since the CD-ROM format is considered by Nintendo as a non-competitive system, Nintendo licensees like Koei, are able to make Mega CD-ROM games.

Besides Sega's Woodstock: Funky Horror Band, five other CD games will be coming out in December when the system gets to the stores. They include Eamest Evans (action) by Wolf Team, Lunar (RPG) by Game Arts, Nostalgia (mystery) by Sur de Wave, Heavy Nova (action) by Micronet and a Nobunaga war simulation by Game Arts.

As the programmers become familiar with the new system then

more ambitious efforts including some of Sega's arcade titles will start to appear. Sega has Power Drift scheduled for a CD release in April or May and Sonic the Hedgehog 2 for some time later in 1992. JVC plans to enhance Prince of Persia and this cart is scheduled for release in spring.

As to game prices, Mr. Takami says that the cost of making the CD is somewhat lower than a cartridge but the cost of development and programming is much higher. He does not believe that the new CD softs will be significantly cheaper than the current price of



The arcade classic - Power Drift will be coming to the Mega CD-ROM system in late spring.

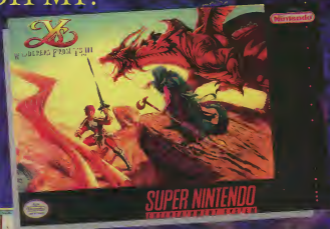
cartridge based games.

Even with it's lofty price tag, Sega's Mega CD-ROM is a good example of what a company can do given enough time and technology. The Mega CD goes beyond just being another peripheral. When added to the game system it not only expands the memory capability, but it dramatically improves the overall performance of the Mega Drive/Genesis. This is going to be one hot machine when it makes it's appearance in the U.S. next year!



Heavy Nova by Micronet will be one of the first action games out for the Mega CD-ROM.

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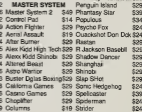
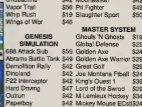
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